Walkthrough

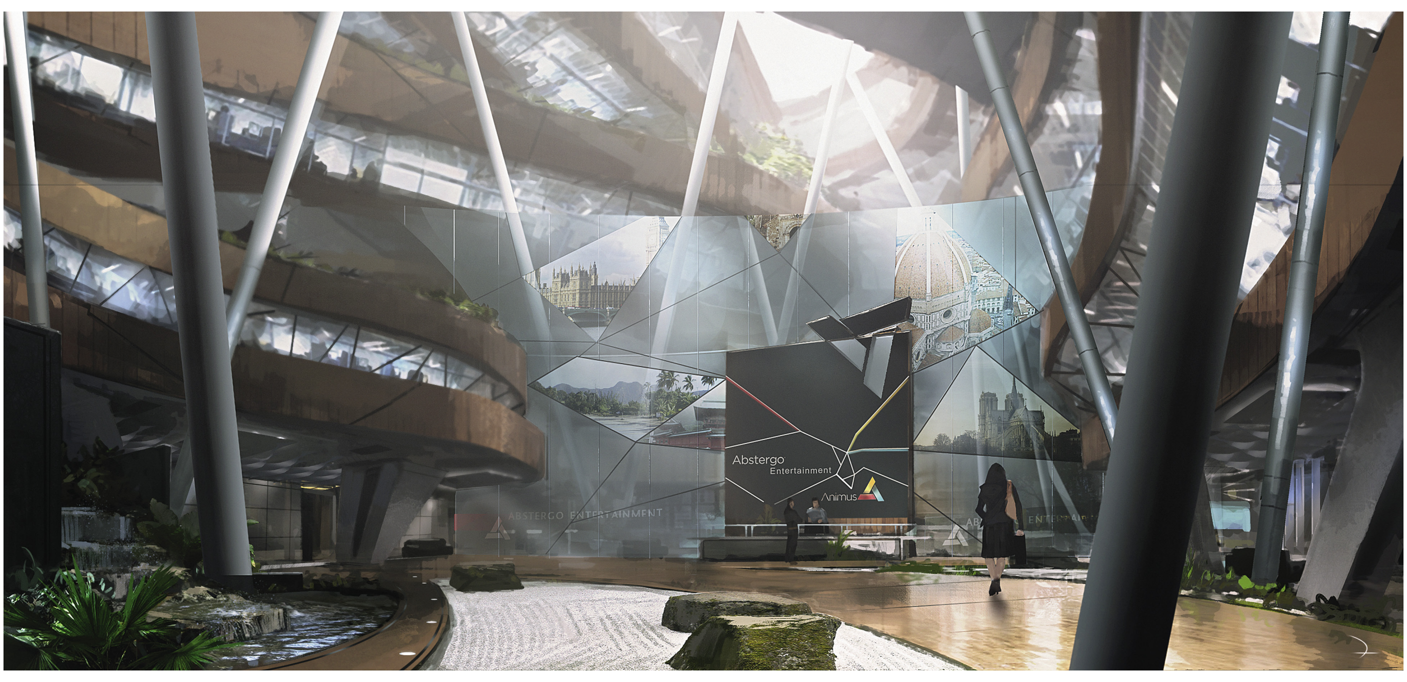
Introduction

This chapter has been designed to guide readers through all main missions in Assassin's Creed Unity.

Throughout the Walkthrough, we use annotated screenshots to highlight essential actions or points of specific interest. The following legend details the annotations that you will encounter, and the simple color code employed to communicate essential information.

⇨	Player character movement
⇢	Optional player character movement (alternative path or optional challenge)
○	Objective/point of interest or interactivity
➡	Enemy movement/patrol route
○	Enemy/potential threat
✕	Assassination
○	Ally movement

The Story So Far



Each episode of the Assassin's Creed story relates a pivotal clash in the eonian struggle between two ancient factions: the Assassin Brotherhood, who seek to preserve humanity's freedoms, and the Templar Order, who aspire to become society's uncontested custodians.

A select number of senior Assassins and Templars throughout history have been privy to mankind's most momentous and extraordinarily well-kept secret: that, until approximately 80,000 years ago, the world was ruled by the First Civilization, a technologically advanced race that was effectively wiped out in an extinction event known as the Catastrophe. Fewer still know or fully comprehend that the First Civilization fashioned humanity as a subservient worker caste, biologically engineered to be susceptible to control via specialist devices, or that the Catastrophe enabled mankind to bloodily supplant and ultimately extinguish its weakened masters.

Most humans retain the dormant but still receptive neural configuration that so readily subjected their ancestors to enslavement – and it is this fact, above all others, that has fuelled the conflict between Assassins and Templars throughout the intervening millennia. Though the Templars are not at all averse to more traditional forms of exerting influence and governance, from the direct to the cunningly oblique, they do not ultimately aspire to rule by means as prosaic as simply enforcing their political will on the masses. Instead, they have long sought to recover and exploit First Civilization technologies, particularly the control devices known as "Apples" or "Pieces of Eden", to bewitch and beguile... or, more chillingly, to remove any capacity for dissent.

This leads neatly to a second secret preserved by Assassins and Templars alike. Contrary to any accounts on record, there have been countless instances where individuals (usually of Order affiliation, or under their direct sponsorship) have used First Civilization technology to bend others to their will, or have wielded an ostensibly supernatural degree of power. The particulars of such events have been concealed or excised from documented history to preserve delicate truths – up to and including the Assassin blade that permanently becalmed the ambition of the person holding the First Civilization artifact. Brotherhood luminaries (such as Altaïr Ibn-La'Ahad and Ezio Auditore) have then traditionally chosen to inter such powerful objects far from Templar grasp.

There has been a cyclical waxing and waning of respective Assassin and Templar primacy throughout their secret war, but the modern day Order has grown powerful and bold, hiding in plain sight behind the Abstergo Industries conglomerate that both bankrolls and advances their agenda through varied technological innovations.

Through Abstergo, and its ready access to the world's scientific elite, the Templars have developed the remarkable Animus hardware. A core concept of the Assassin's Creed series is the (for the avoidance of all doubt, in this context sadly fictional) capacity of human genes to store and record "genetic memories". On each occasion that DNA is passed on, the sum of a progenitor's experiences, up to moments before conception for men and before birth for women, is passed on to the resultant offspring. Every generation of humans is, it transpires, a biological archive of the experiences of all of their antecedents.

With the aid of the Animus hardware these genetic memories can be isolated and decoded, with advanced software converting the ancestral memory into a full virtual representation defined by an astonishing degree of authenticity. As the subject relives the memory, the Animus then captures and records a projection of their experience that is accessible to others in audiovisual form. It is through this device that the modern-day Templars have attempted to reconnoiter history (or, more accurately, the minds of those with a suitably relevant lineage, particularly captured Assassins) to locate and recover long-forgotten First Civilization devices.

Assassin's Creed IV Black Flag revealed that a major evolution in Animus development now enables any user to directly experience genetic memories from an external source, removing the restriction that limited the experience to direct descendants and their forebears. Rather than jealously guard this momentous advance, the Templars have chosen to work towards a mass-market launch via Abstergo Entertainment, a relatively new subsidiary in charge of the worldwide release of a consumer system named "Helix".

The modern-era chapters of the Black Flag story offered glimpses into the research and development of launch software for the consumer Helix streaming service. Though vastly inferior to their in-house tech, this system is designed to offer slices of history in a video game experience defined by quite stupefying, market-leading fidelity.

In actual fact, the Templars are ingeniously using Abstergo Entertainment's resources to scour history for evidence of the First Civilization's hidden legacy. The best of the extraneous material is repackaged as Helix software, entirely pruned of incriminating or inappropriate material, while the choicest excerpts from the world's "secret history" are passed on to the Order hierarchy... and, on occasion, intercepted by Brotherhood spies and agents, who still strive in the shadows to thwart Templar ambitions.

The core ideological difference between Assassin and Templar is their regard for individual agency and free will. With due irony, both organizations have long been manipulated by a third party: the mysterious digital entity known as Juno.

Juno was, and by most meaningful measures still is, a First Civilization scientist and high-level functionary who achieved a form of transcendence – a digital immortality, of sorts – by uploading her consciousness into machines hidden in a subterranean vault close to New York. Her previous appearances in the series suggest that she has an agenda, formulated over entire epochs, to restore her lost race.

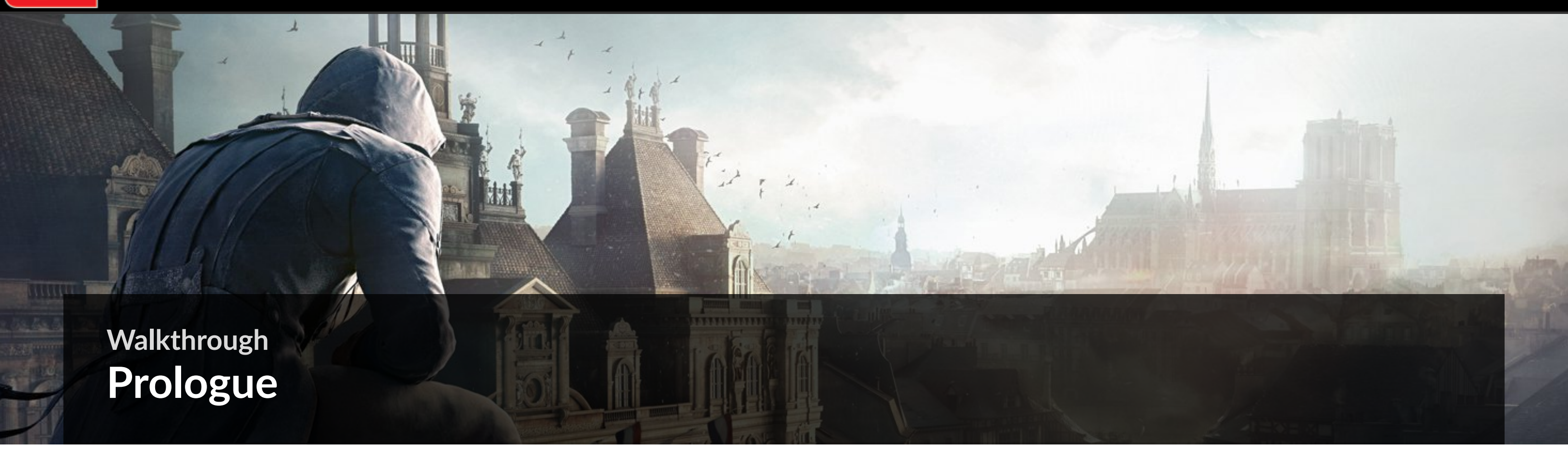
In Black Flag it was revealed that she "seeded" the DNA of Aita, her husband, into the human genome in a post-Catastrophe experiment. The activation of the "planted" DNA is designed to recur with generational frequency. Aita, in short, is periodically reborn into the world, time and time again, with memories of his past life (at the very twilight of the First Civilization) overlapping with those of his host. It is implied in Black Flag that many of the hundreds of versions of Aita have sought to locate hidden First Civilization vaults and artifacts – and, in doing so, have come to the attention of the Templars and Assassins. Both factions know of the cyclical appearance of this man, whom they call "the Sage": an individual possessed with remarkable knowledge of "the Precursor Race" or "Those Who Came Before".

In the closing chapters of Black Flag, it was revealed that a Sage (known as John) had infiltrated Abstergo Entertainment. Prior to his death – an inexplicable act of "suicide by cop" where he brought his gun to bear on armed security guards after attacking a company researcher – he both leaked information to the Brotherhood, and appeared to be working to further Juno's agenda via a new faction: the Instruments of the First Will.

This group adheres to the Manifesto, a written declaration that posits that mankind is but a tool created by the First Civilization, and must therefore willingly relinquish free will in favor of servitude to its ultimate progenitors. They are the expeditors of Juno's designs, enabling her to accomplish her goals in the physical world.

And so, to summarize: as it stands, with Abstergo Entertainment's Helix system now released and available to all consumers, we know that Assassins fight Templars to preserve humanity's freedoms, while Juno seemingly manipulates both factions to mastermind the restoration of her race, and the re-enslavement of mankind.

Throughout the Walkthrough chapter that follows (and the Side Quests chapter thereafter), this guide will help you to reach the clues and revelations that advance the evolving Assassins Creed backstory – not to mention further tantalizing developments raised by details found in the margins of Arno Dorian's story in Revolutionary France...



Walkthrough

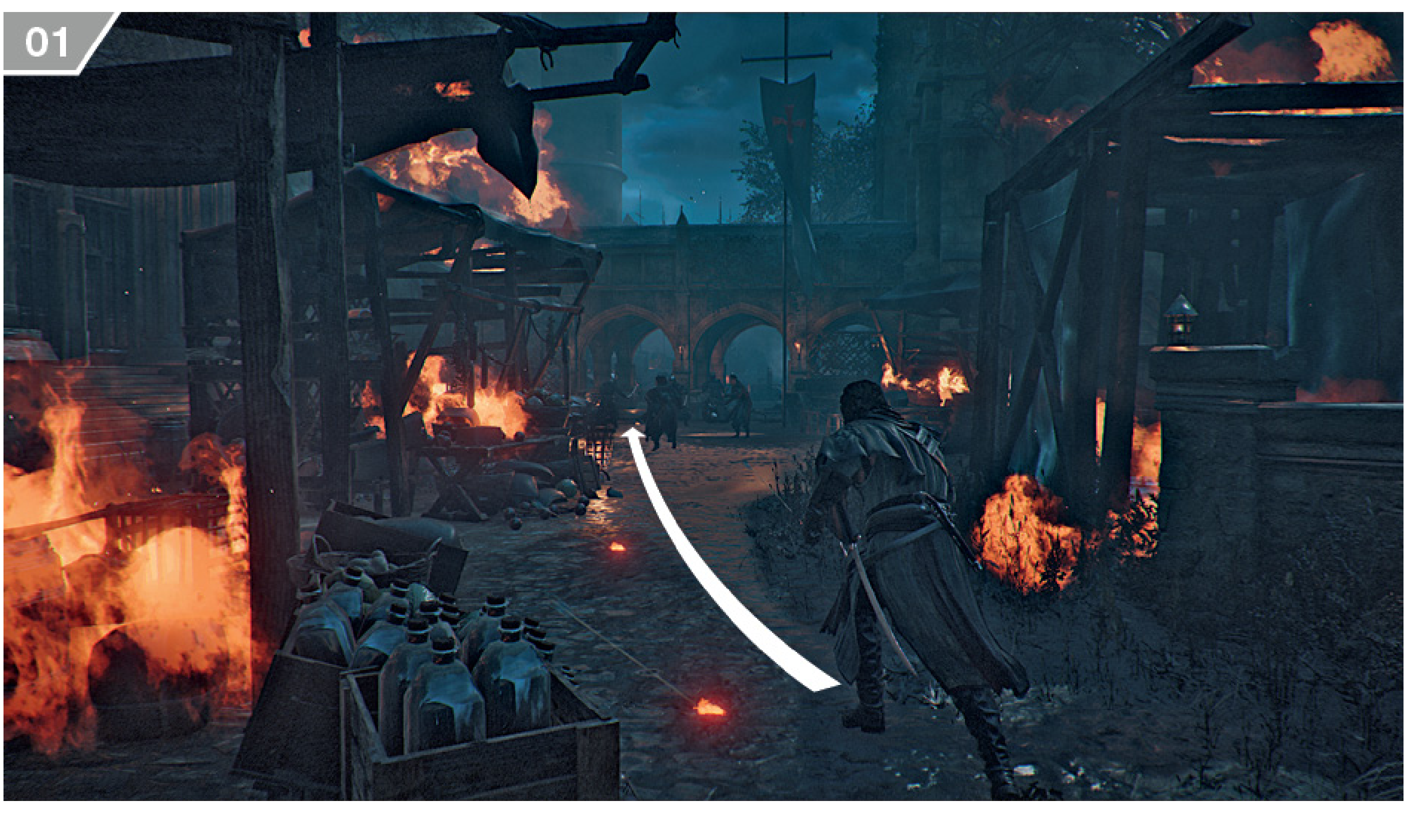
Prologue

Mission Overview

Notes & Further Reading

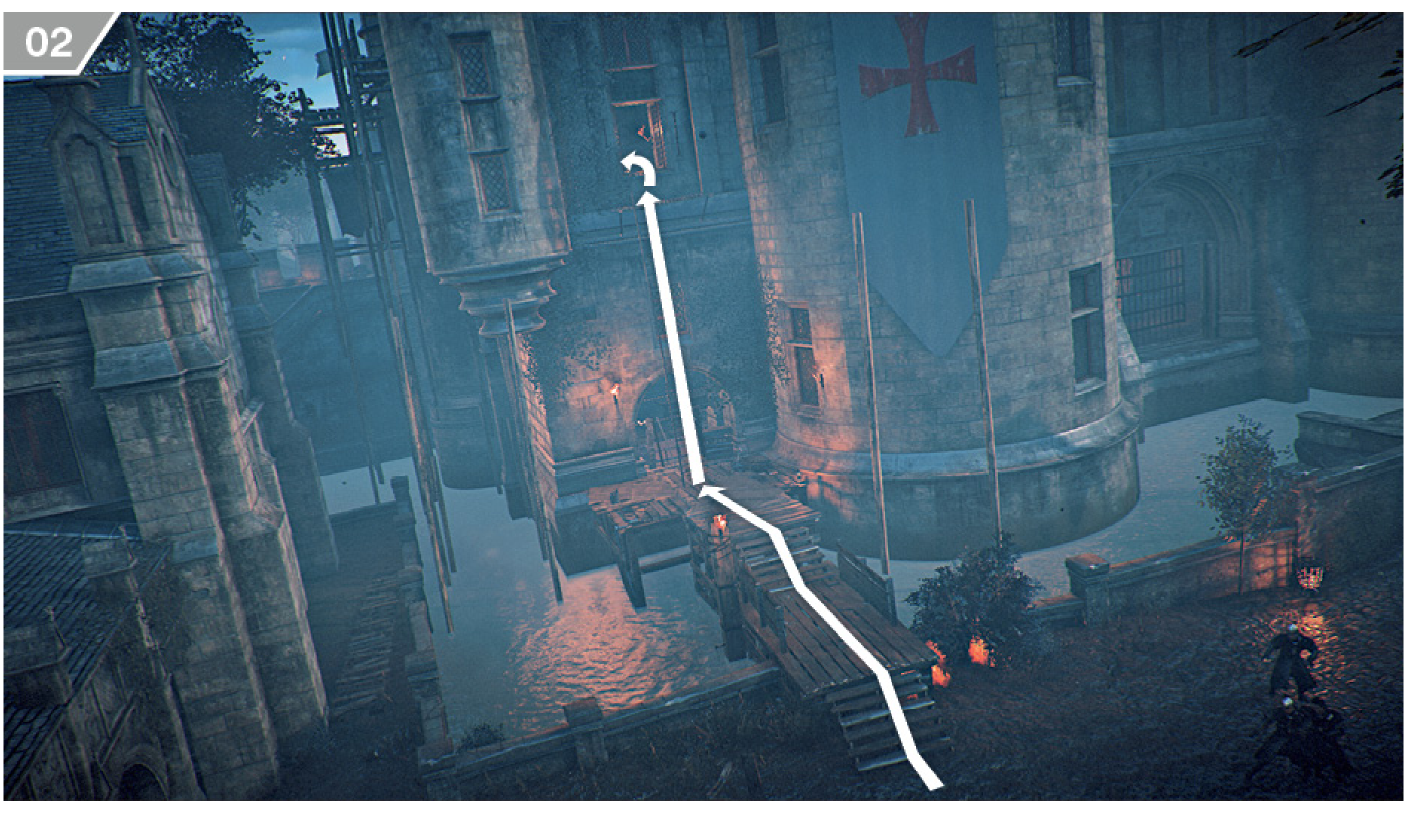
- There are no Challenges for this Memory.
- Broadly, the Prologue serves to introduce staple play elements, such as free running, climbing and combat. If you are new to the Assassin's Creed series, you will definitely benefit by studying the relevant sections of the Primer chapter.

01



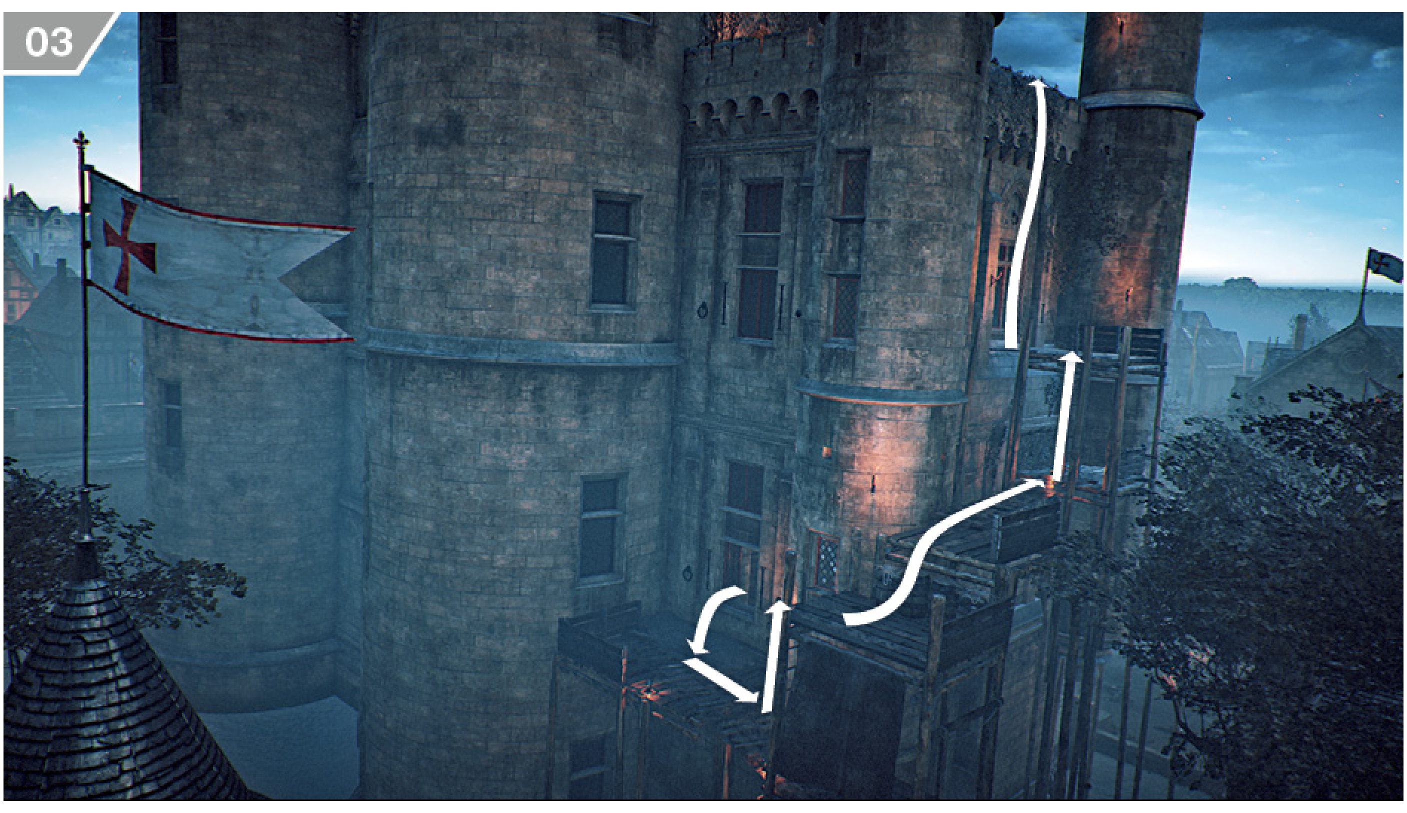
Follow de Molay until a cutscene begins. When it ends, run through the battles to reach the green waypoint marker.

02



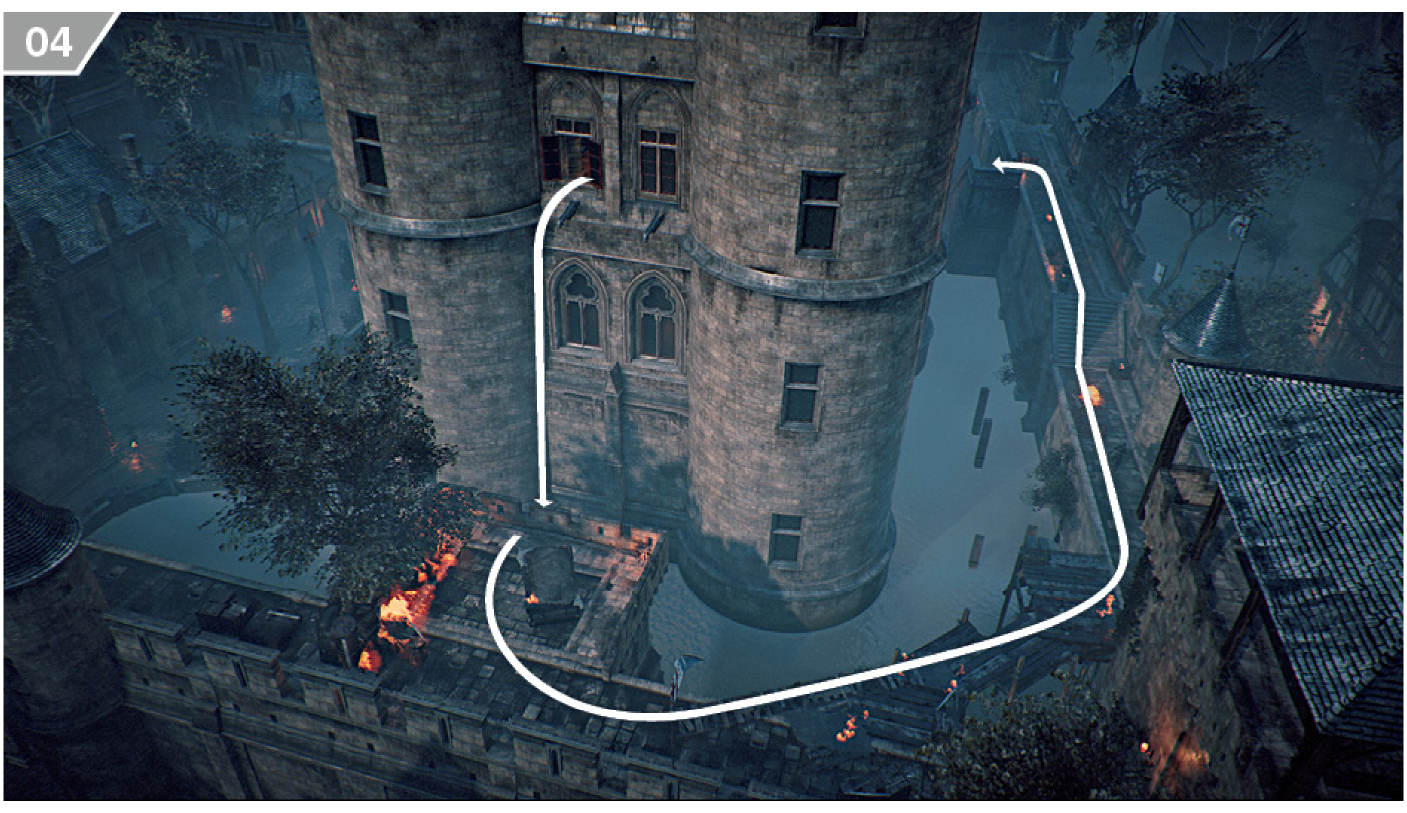
After the drawbridge has been lifted, climb the ladder to reach the open window. Once inside the room, sprint through it and hop through the window on the opposite side.

03



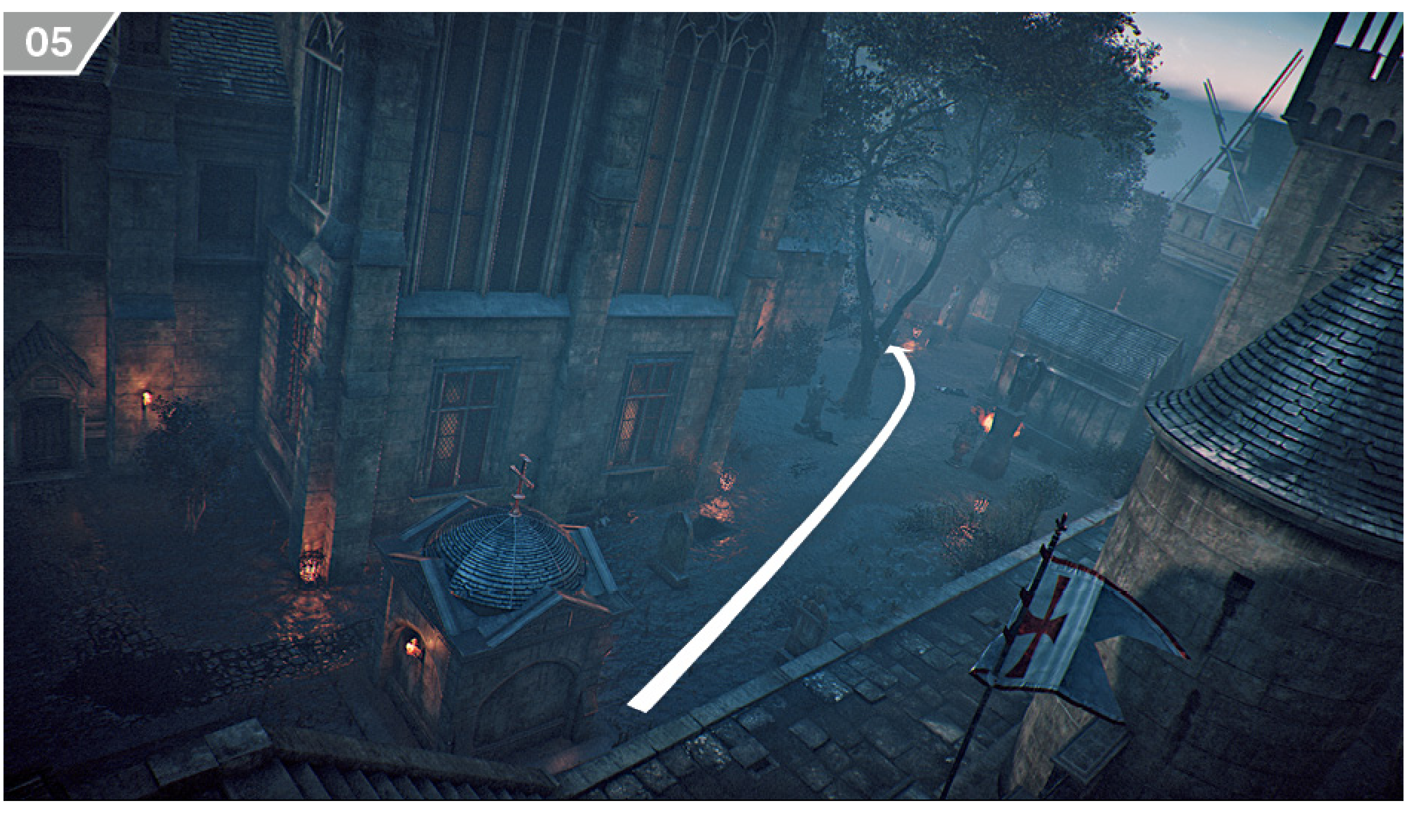
From just outside the window, follow the route shown here to reach the rooftop. Enter the building via the open door, then run down the spiral staircase until you reach the waypoint marker.

04

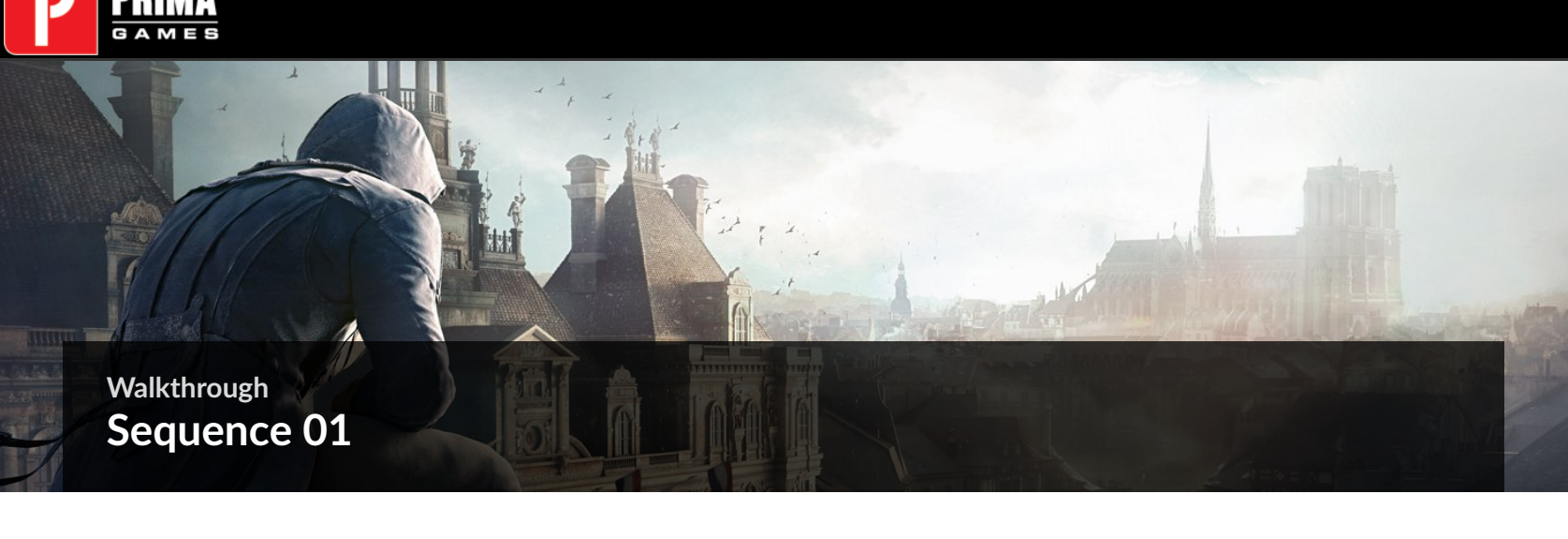


After the cutscene with the Assassin, free run through the window to make a dramatic leap over the moat, then chase your quarry until he disappears at the end of the course marked here. Run down the steps and approach the waypoint to trigger a cutscene.

05



Following the onscreen prompts, avoid or parry the Assassin's attacks and launch attacks whenever the opportunity arises. Once weakened, your opponent will repeat his disappearing trick, though he won't get far away. Run to the next waypoint for a second (and more decisive) confrontation to trigger the closing cinematics of the Prologue.



Walkthrough

Sequence 01

Memory 01/"Memories of Versailles"

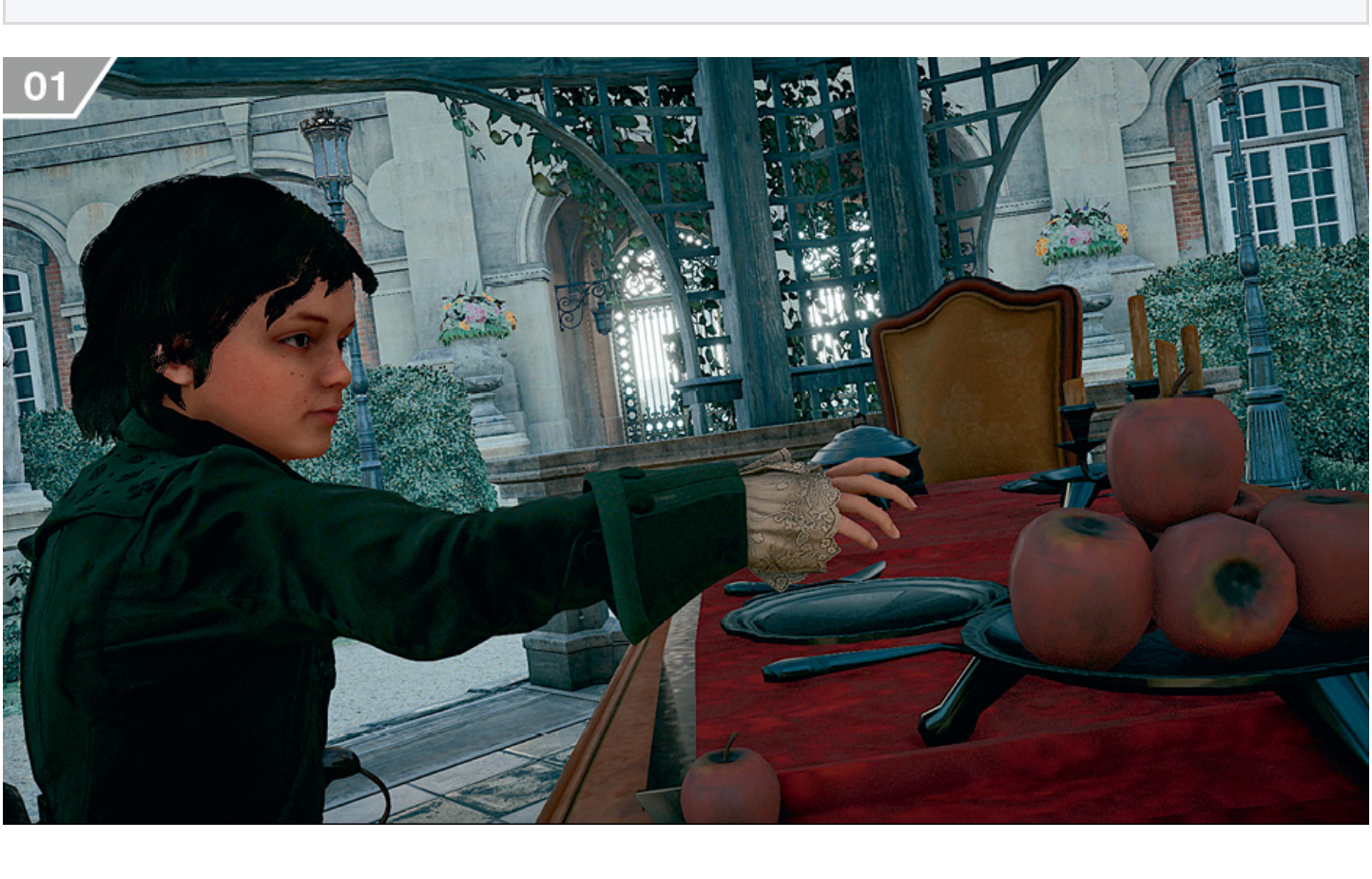
Mission Overview

Challenges

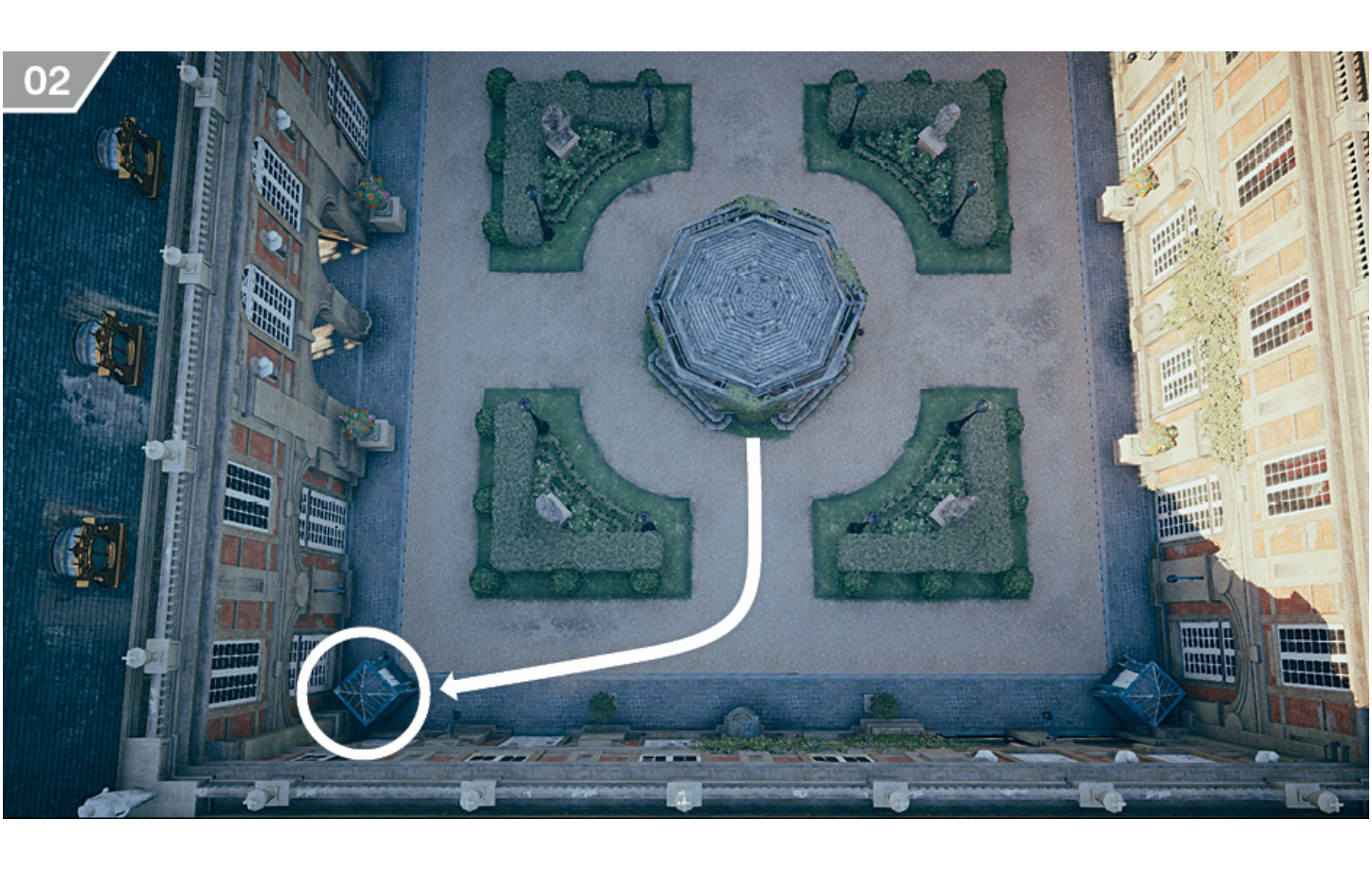
- Don't get tackled: see 05.
- Pass under or over five objects: see 04.

Notes & Further Reading

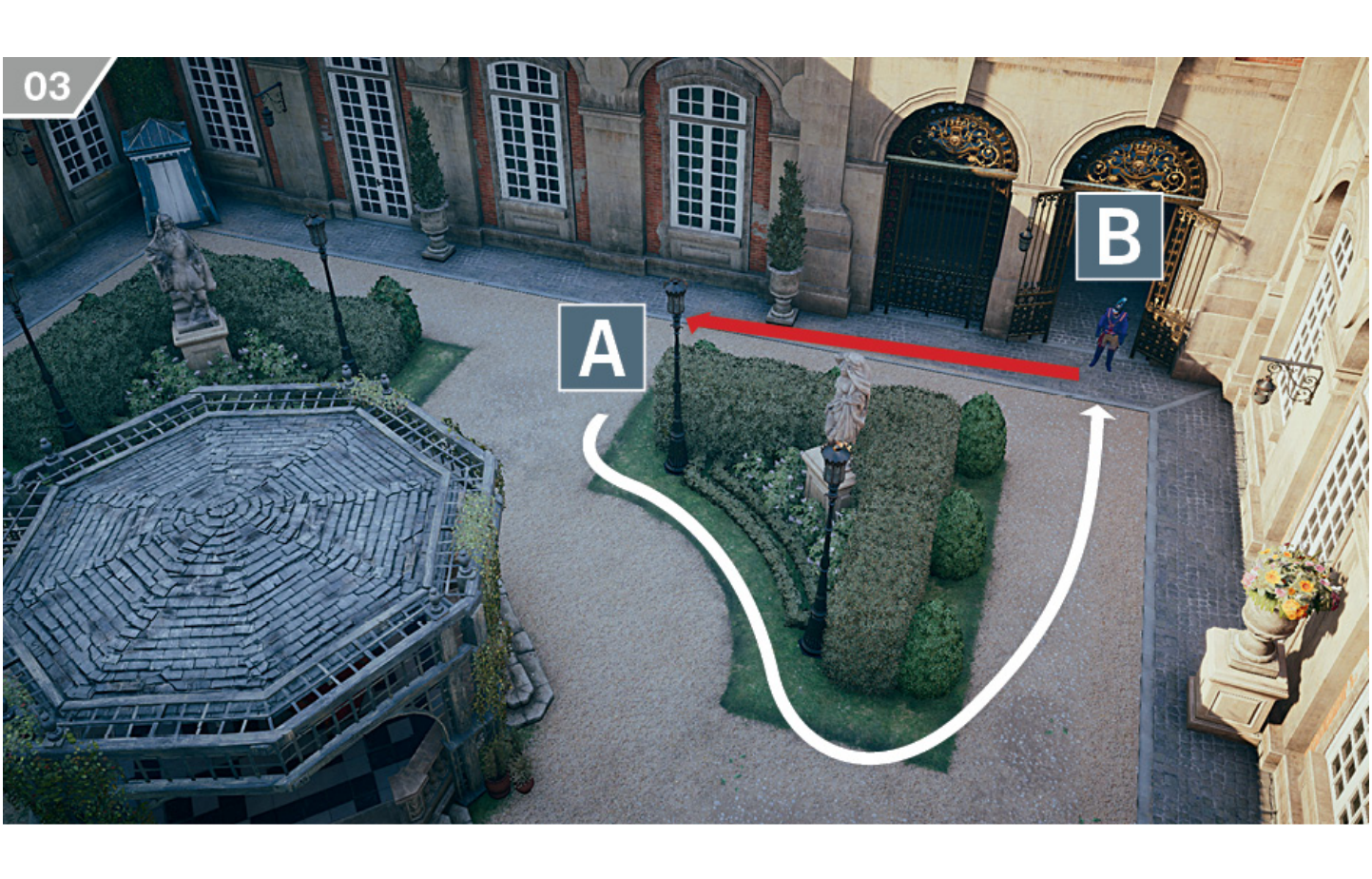
- For an introduction to the new Last Known Position feature.



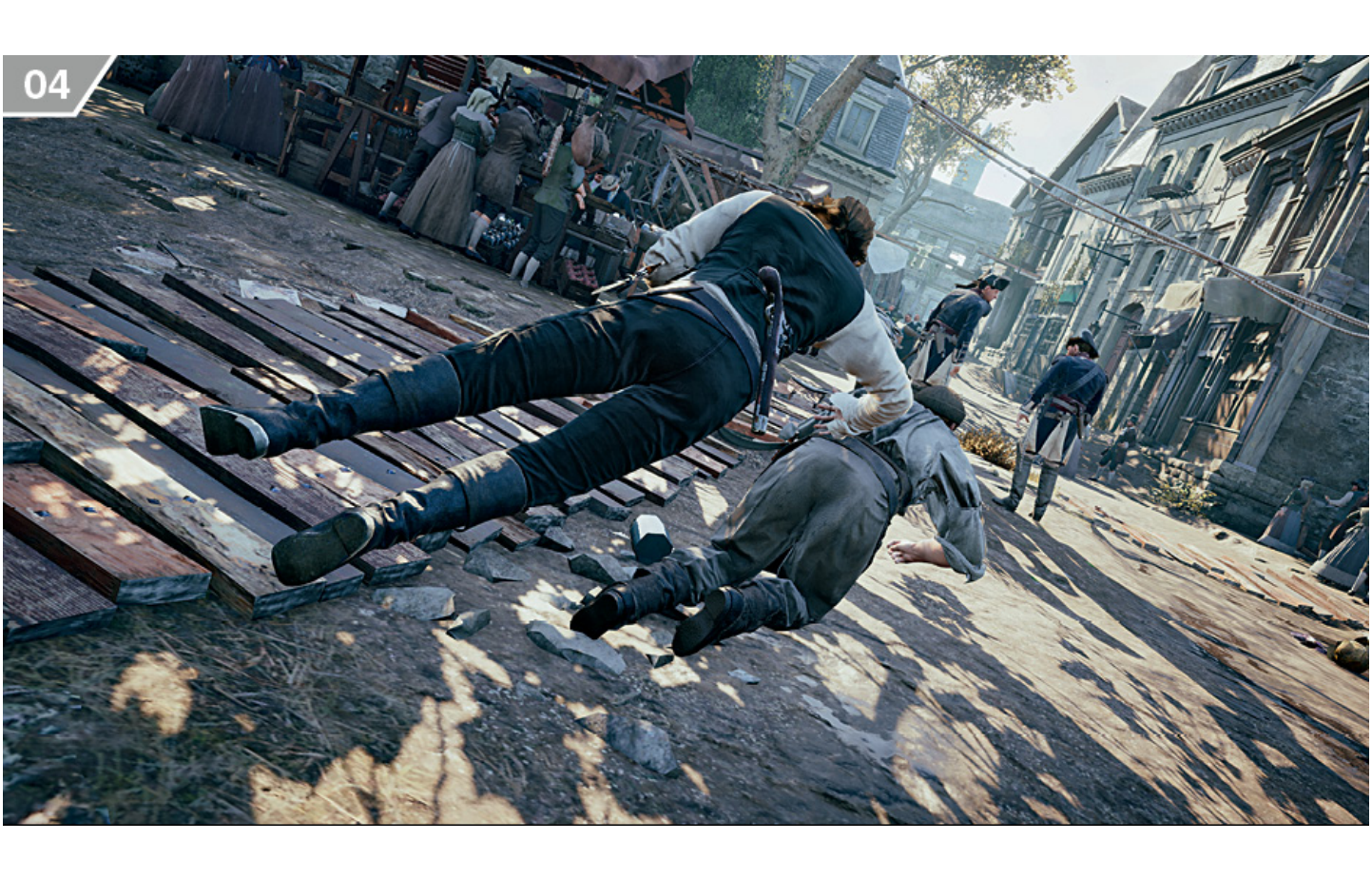
Follow the young girl through the palace until you reach a small garden area, then approach the table at its center and hold ◎ / Ⓑ to steal an apple.



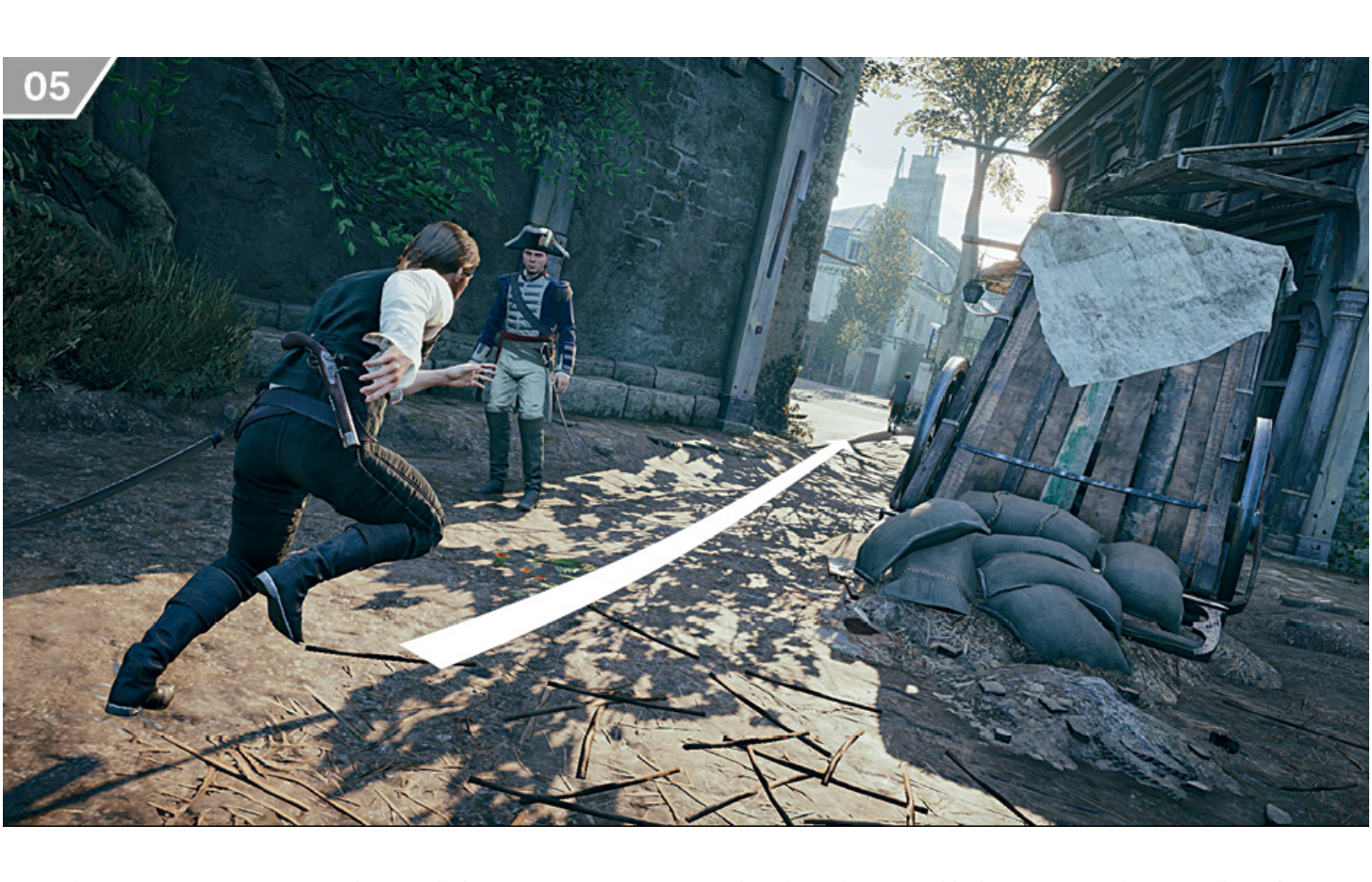
This Memory serves as a tutorial for basic stealth, with a specific focus on the useful Last Known Position feature. After reading the explanation, follow the directions shown here to reach and enter a hiding place. Wait here until the guard loses interest.



You must now use the Last Known Position feature to draw the guard away from the exit. Stand in plain sight at position A until he begins to approach Arno, then loop back around the hedge to pass through the door at position B while the guard is facing in the opposite direction. Once inside, follow the girl until you reach the final waypoint marker.



When play resumes, you must pursue and tackle Hugo. Hold ◎ / Ⓑ while running to negotiate obstructions in Arno's path, such as sliding below or over tables or vaulting through open windows. You need to perform this action five times to complete the first Challenge of this mission, but the number of opportunities on your way makes this an easy task. When the chase eventually brings you into close proximity with Hugo in the market area, tap ◎ / Ⓑ while running to make Arno leap and bowl him off his feet.



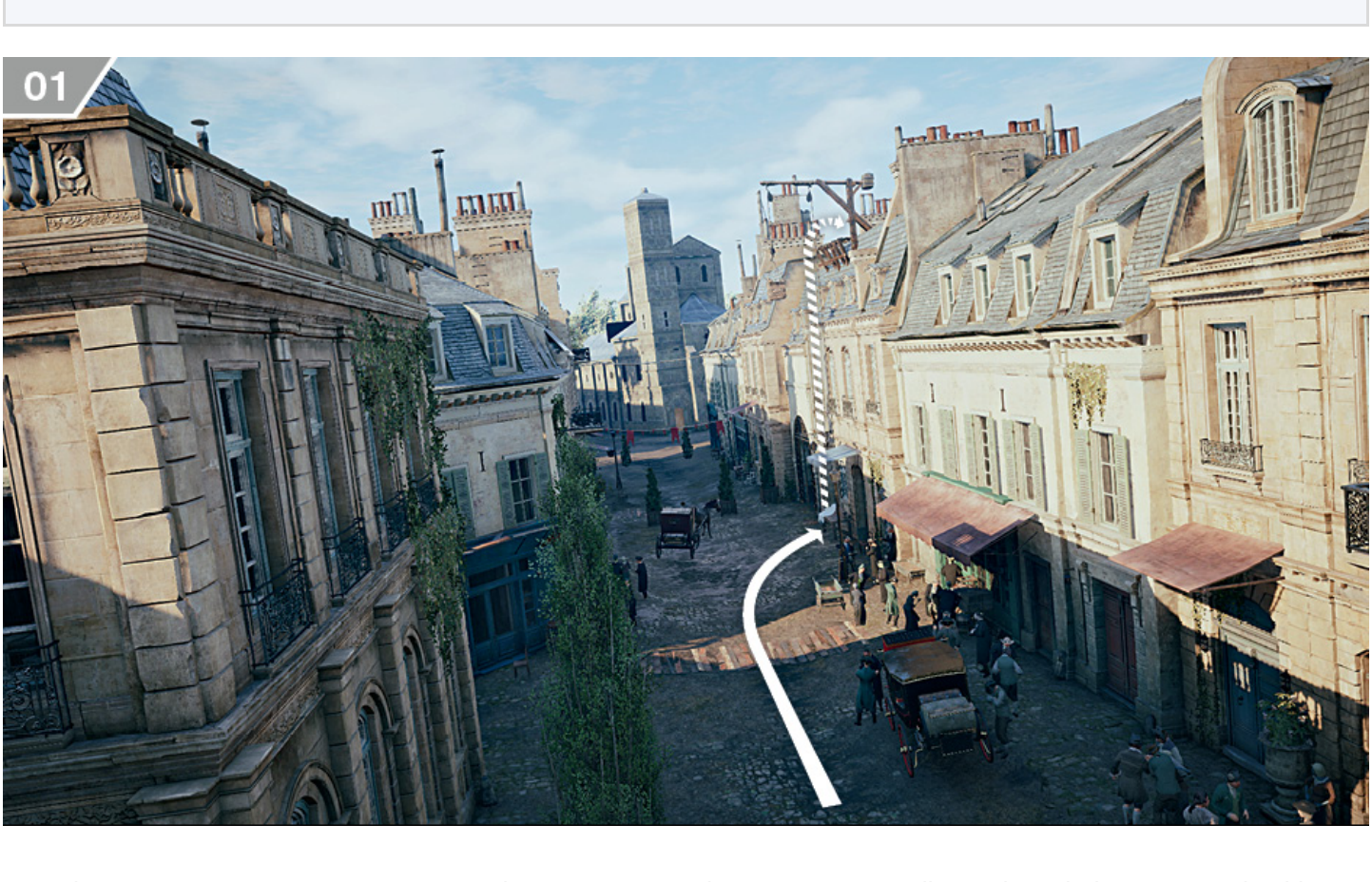
After the cutscene, your next task is to shake off your pursuers – and without being tackled if you intend to complete the second Challenge. Though the upturned cart directly ahead may suggest a rooftop escape, it's quicker and easier to run north at street level in this instance (refer to the mini-map to see the ever-present compass point). As a fringe benefit, this will also take you closer to your next destination. Once you have eluded the guards and left the highlighted area, travel to the green waypoint marker to end the Memory.

Memory 02/"The Estates General"

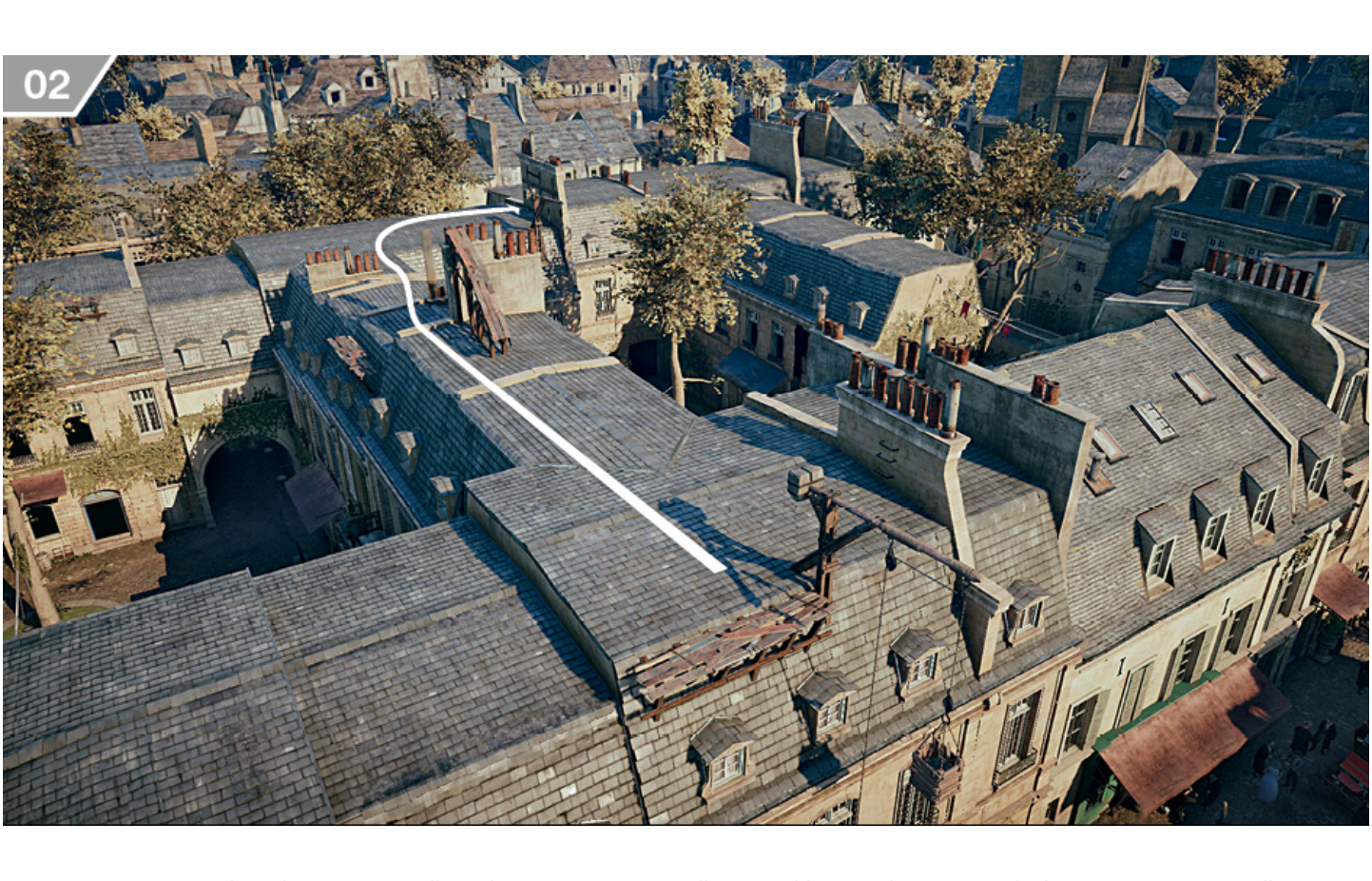
Mission Overview

Challenges

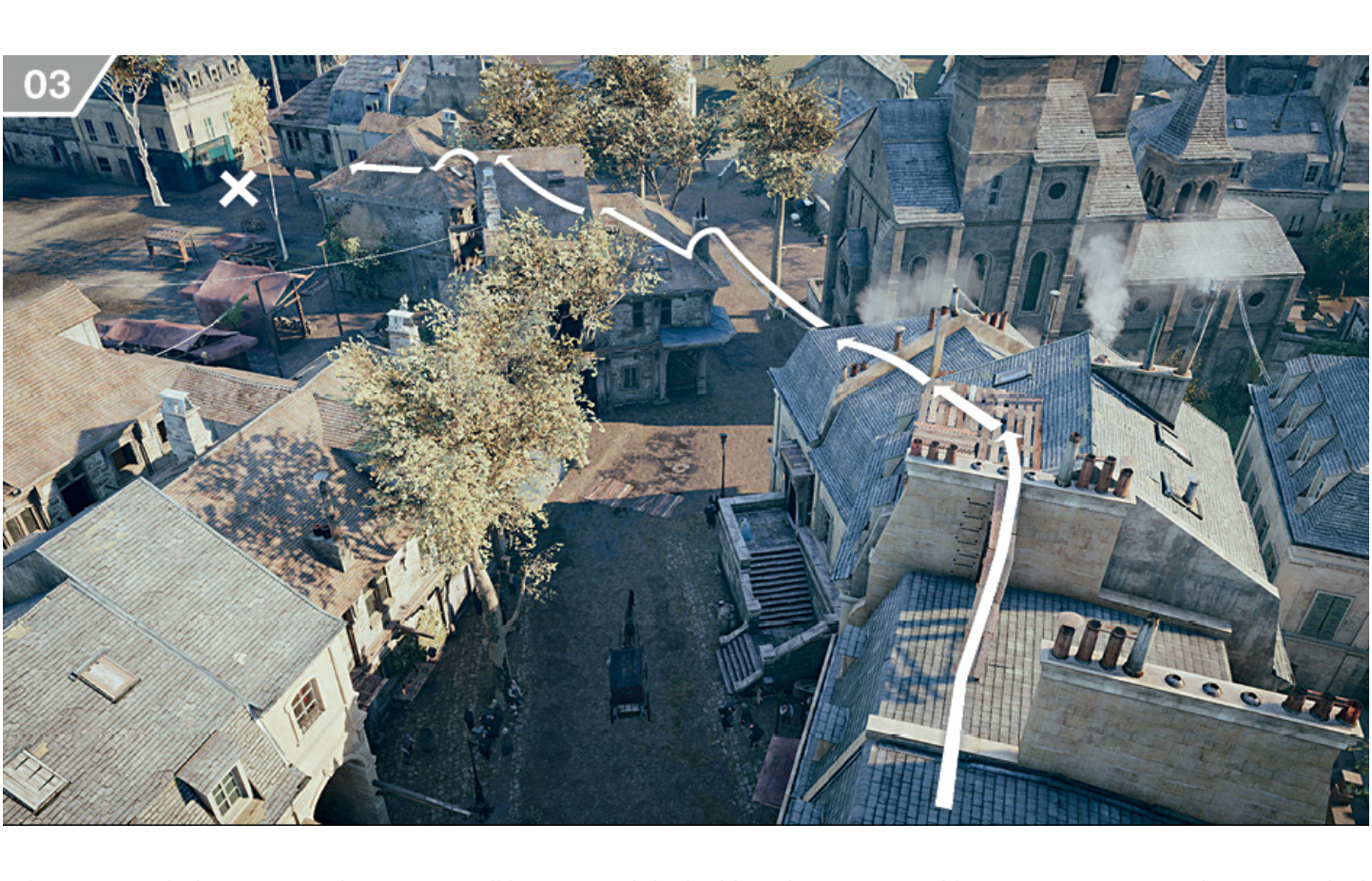
- Parry two attacks: see 09.
- Dodge two attacks: see 09.



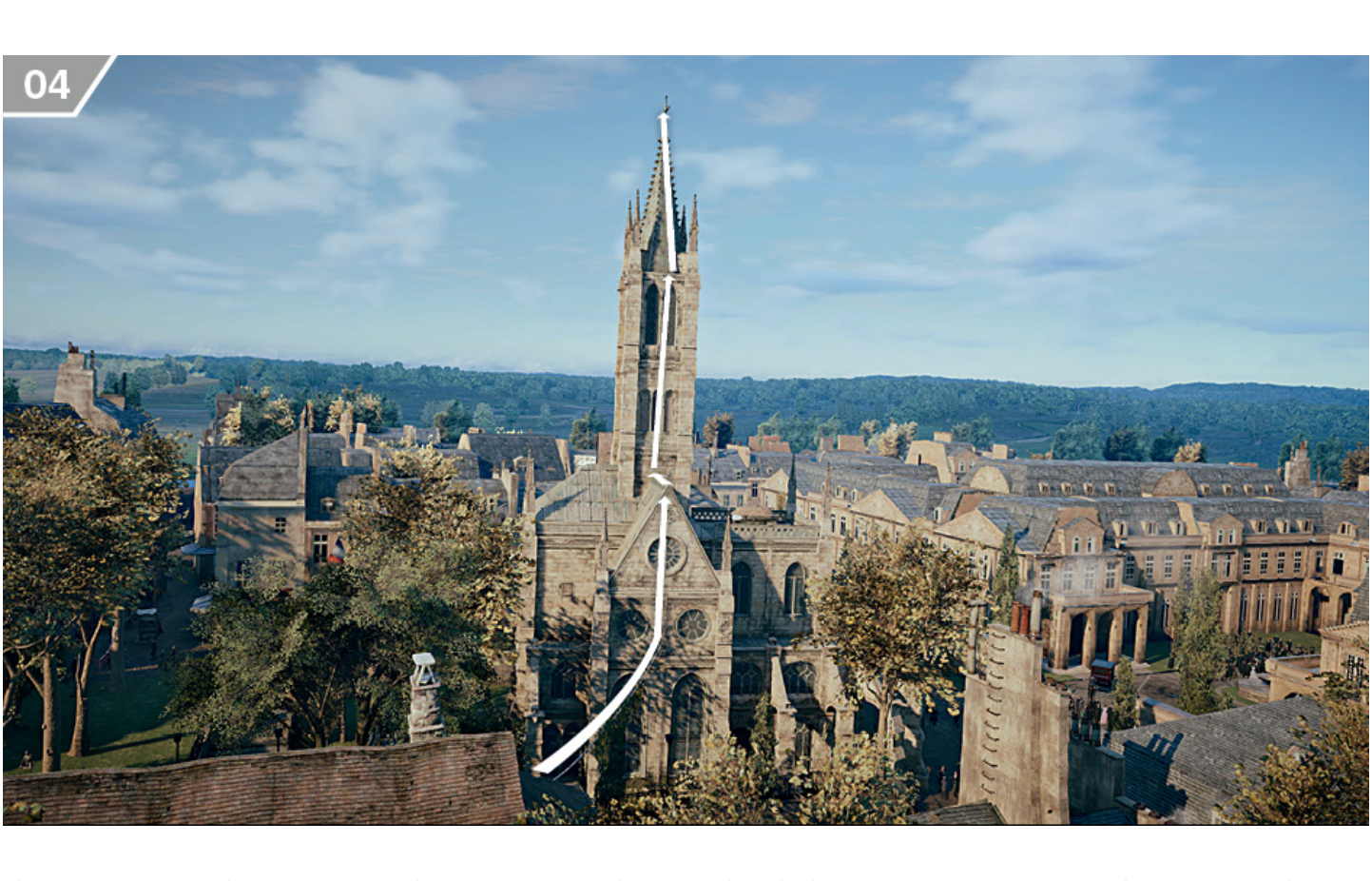
After the opening cinematic, run in pursuit of the carriage. Instead of attempting to follow it through the gate, you should run into the Lift as pictured here. These devices enable Arno to ascend rapidly to higher elevations.



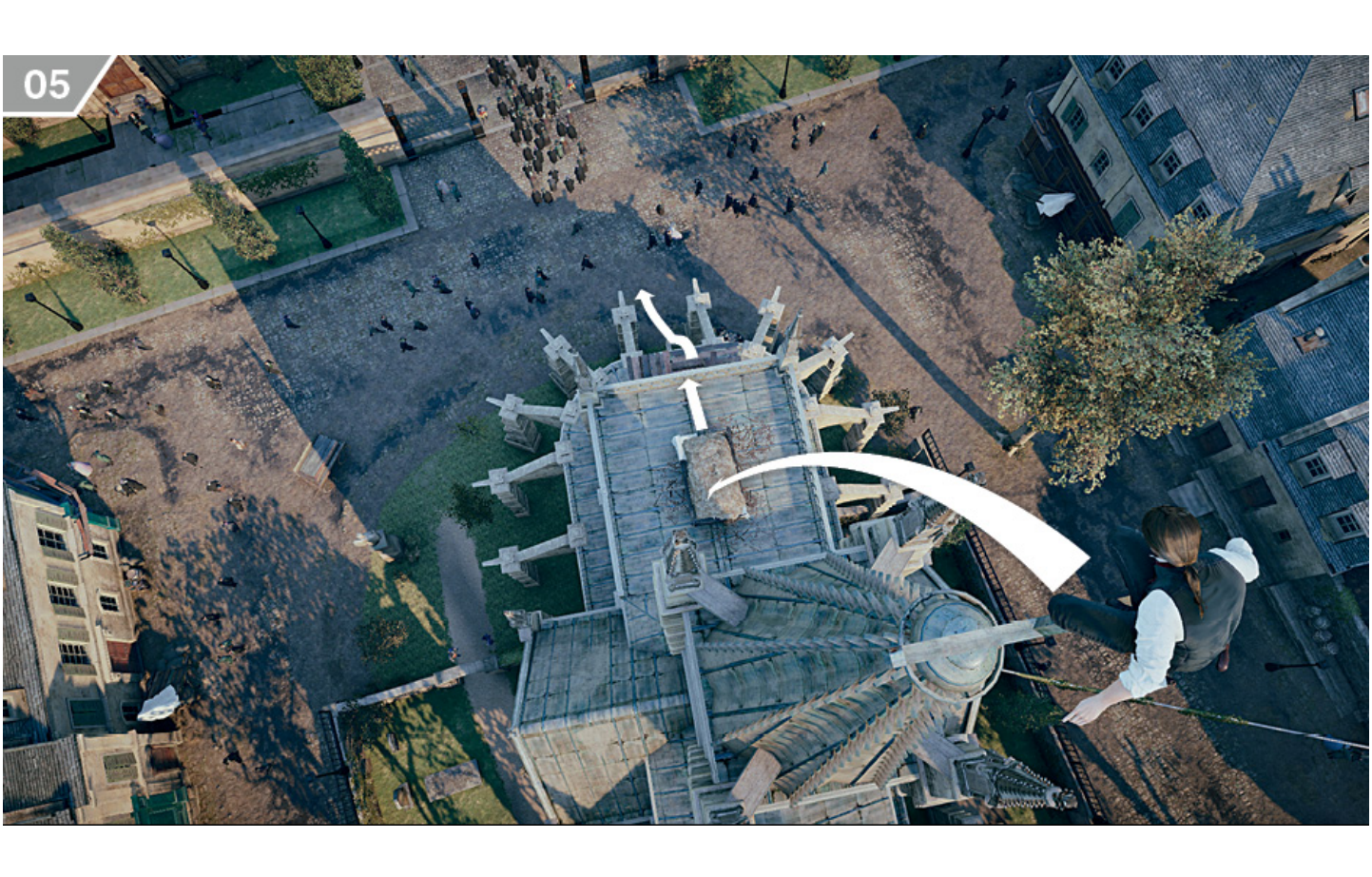
As soon as Arno reaches the rooftop, follow the free run course illustrated here to keep up with the carriage. If you fall too far behind, you will be Desynchronized and returned to the previous checkpoint. To avoid this, try to steer around obvious obstructions such as chimneys.



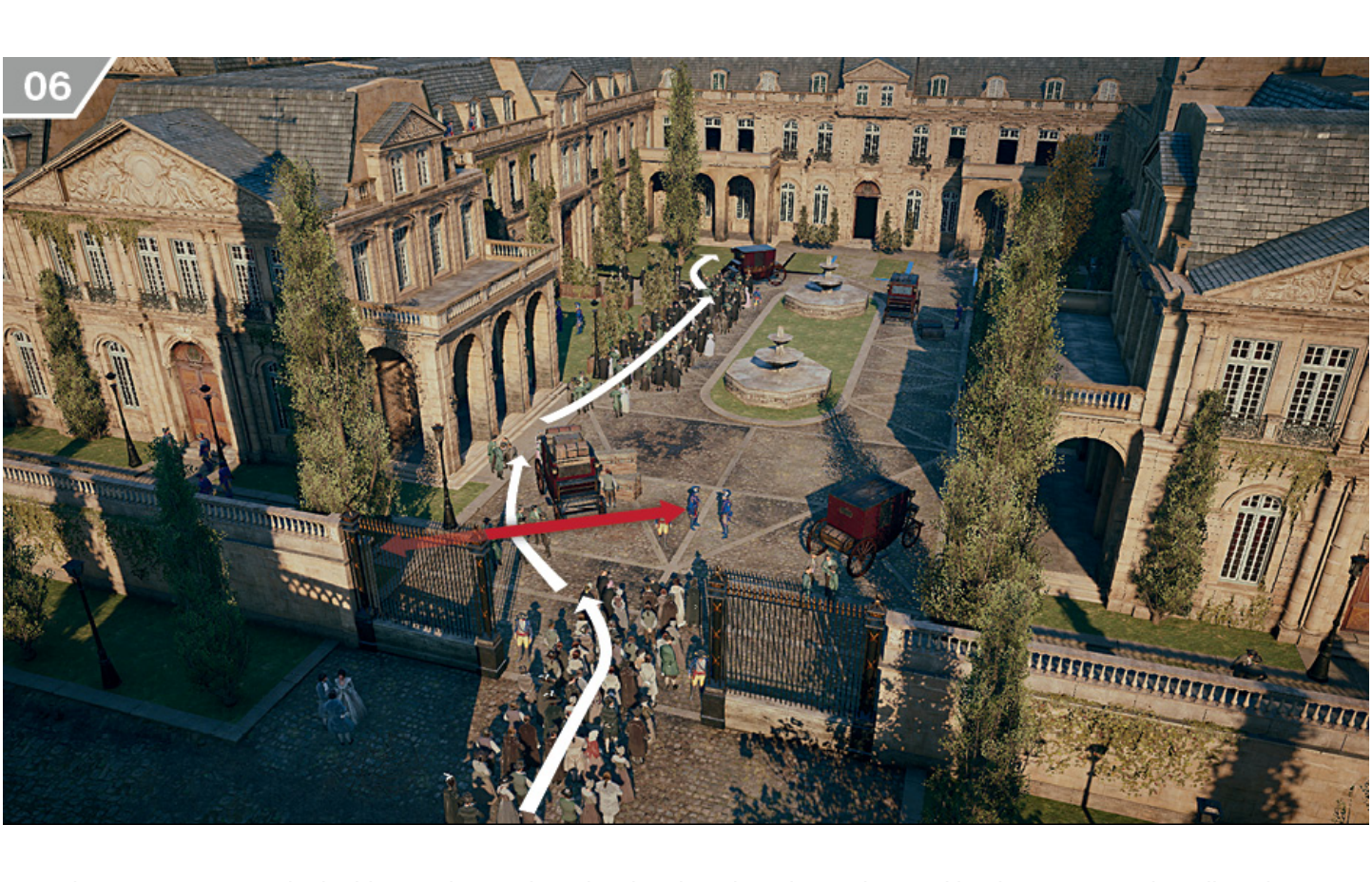
When you reach this position, the carriage will loop around the buildings before ostensibly coming to a stop at the area marked with an X. Approach it to trigger a cutscene.



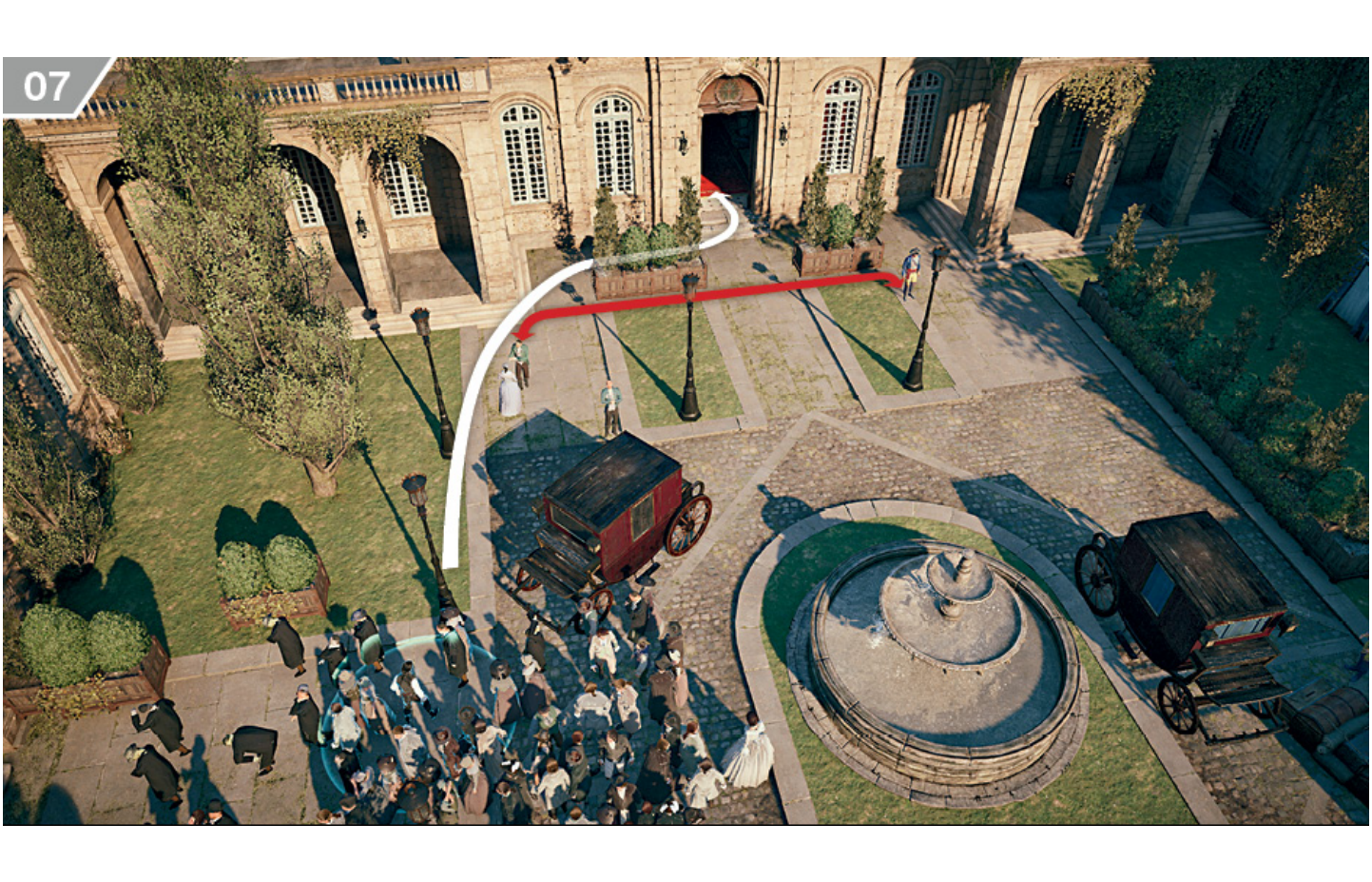
The next section of the Memory introduces Viewpoints, the means by which you can unfog portions of the Paris map. This provides an improved view of the surrounding area on both the main map and mini-map, in addition to revealing points of interest such as side quests, stores and much more. Make your way through the streets to reach the church, then climb to the top. There are guards stationed at the main entrance, but there is an easy ascent from the west side of the building.



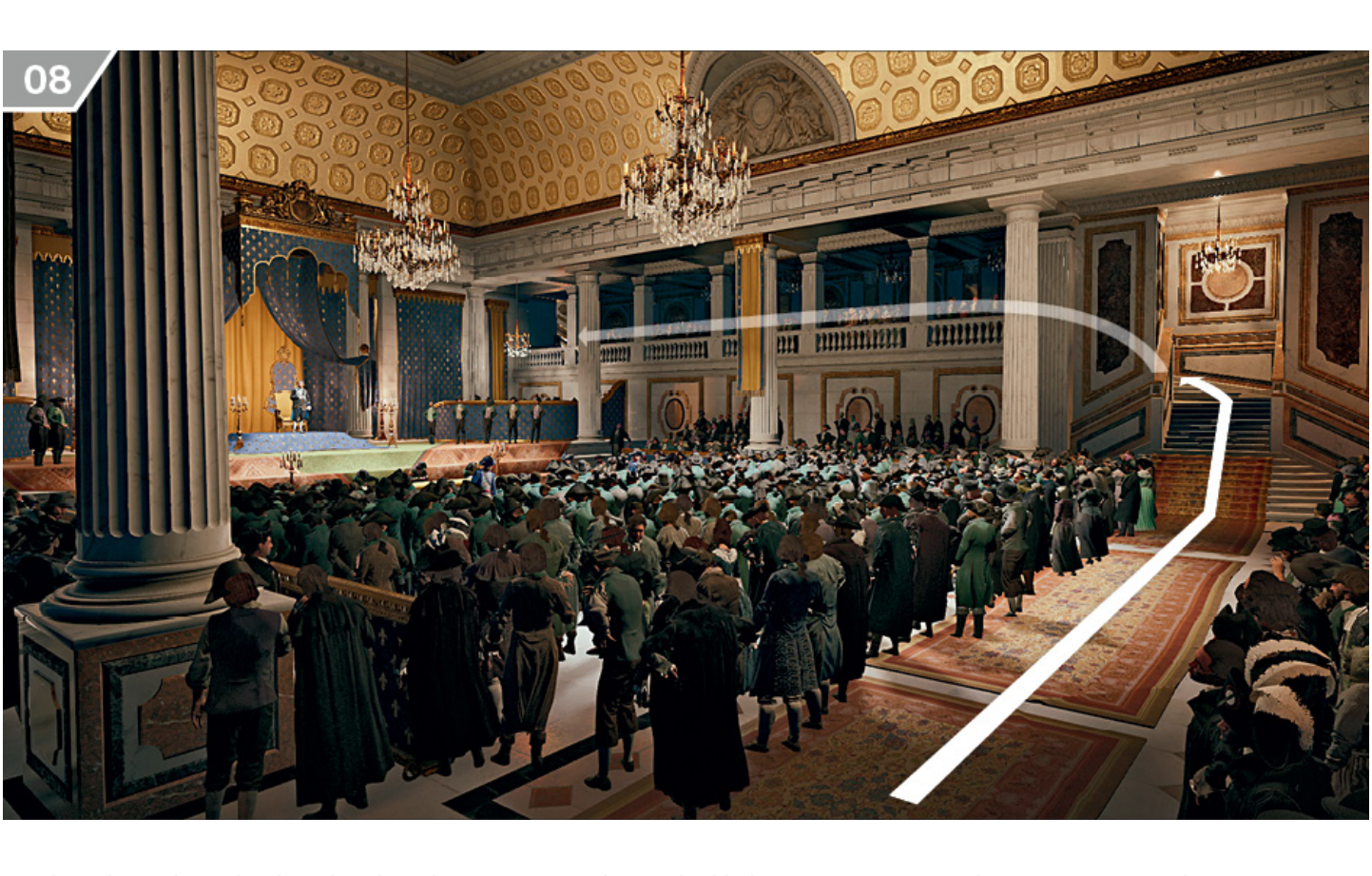
Once at the top of the spire, press ◎ / Ⓑ to Synchronize when the prompt appears. Afterwards, turn to face south and hold R2 / RT with ◎ / Ⓑ and the appropriate direction on Ⓛ to make a rapid descent in that direction. Arno is completely safe during this process, automatically grabbing ledges or targeting soft landing positions to break his fall.



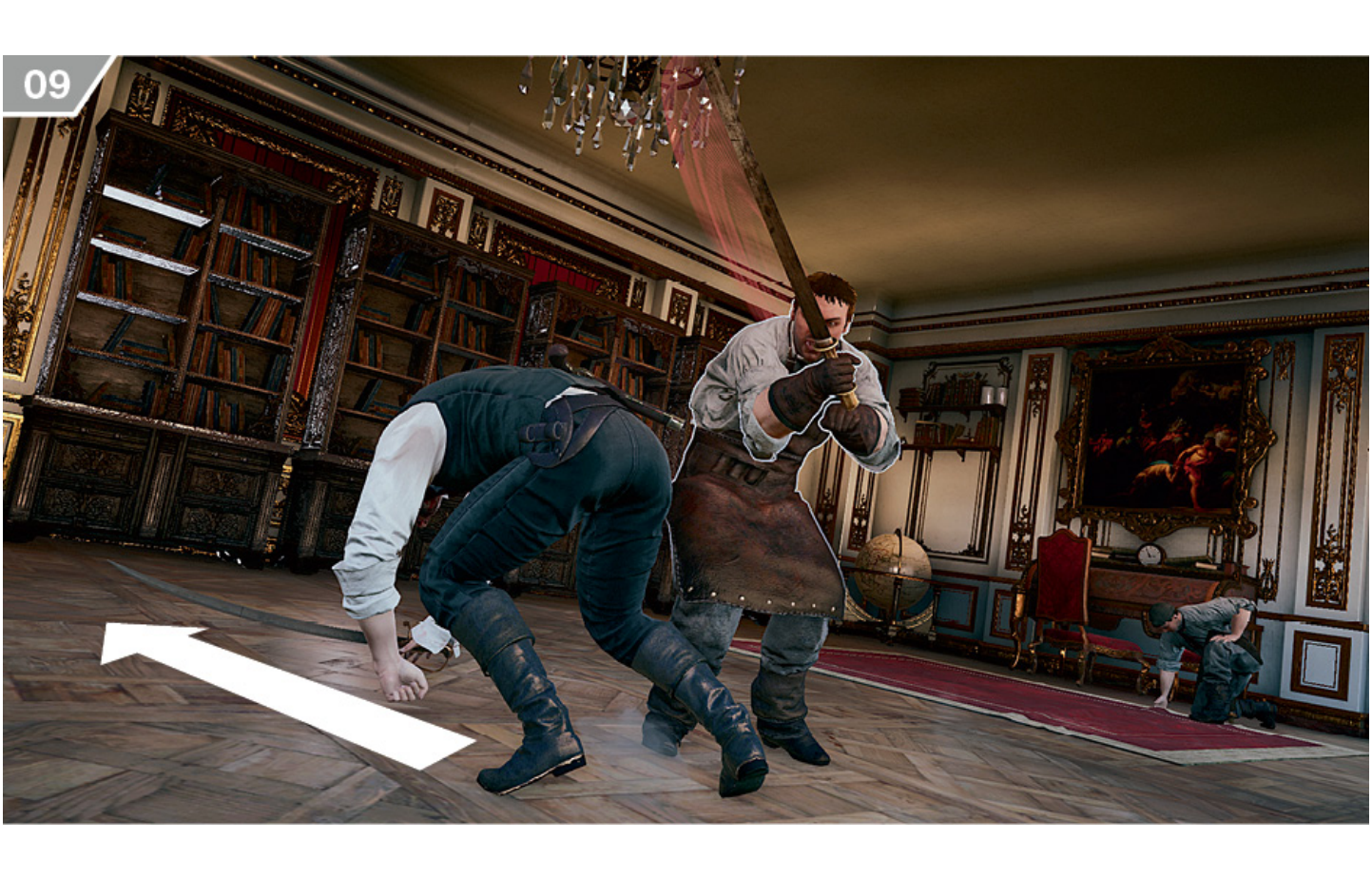
Your objective is to enter the building at the south of the church without being detected by the many guards. Follow the route shown here to make your way to the entrance, Blending with the civilians to avoid detection.



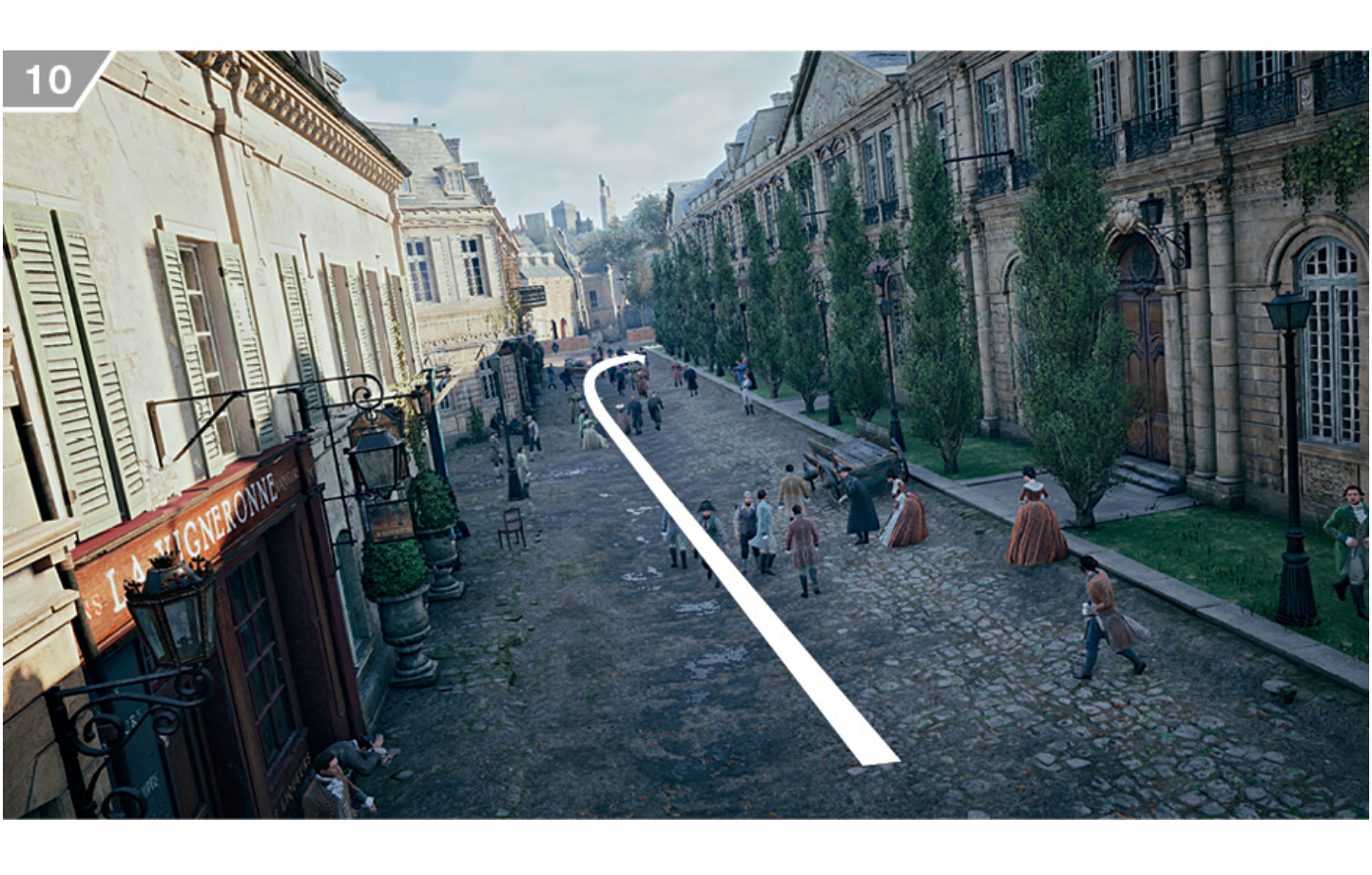
Safely concealed in the crowd, watch the guard in the vicinity of the door. When he walks to the west (your right as you observe him), slip through the entrance when his back is turned. Once inside, follow the linear path until you reach a door marked by a waypoint icon, just past the staircase. Press ◎ / Ⓑ to pass through.



On the other side of the door, head up the stairs to reach a packed balcony. You can now identify De La Serre by moving towards the stage, directly through the crowd in the main room. When the cutscene ends, head through the door at the nearby waypoint.



After the brief interlude, parry Hugo's attacks with ◎ / Ⓑ to complete the first Challenge of this Memory. When his brother Victor frees himself, the second Challenge of this Memory becomes active. You must roll to dodge two of his heavy attacks with ⊗ / Ⓐ to complete it. With this accomplished, defeat both brothers by attacking with □ / Ⓧ.



After the introduction to the guards that police the streets and buildings of note (highlighted in blue when viewed through Eagle Vision), your final task is to escape the area. Arno can easily outpace the pursuing pack on foot, so continue along the street. At the junction, take a right to head north. This way, your escape will also take you in the direction of the De La Serre estate for the next Memory.

Memory 03/"High Society"

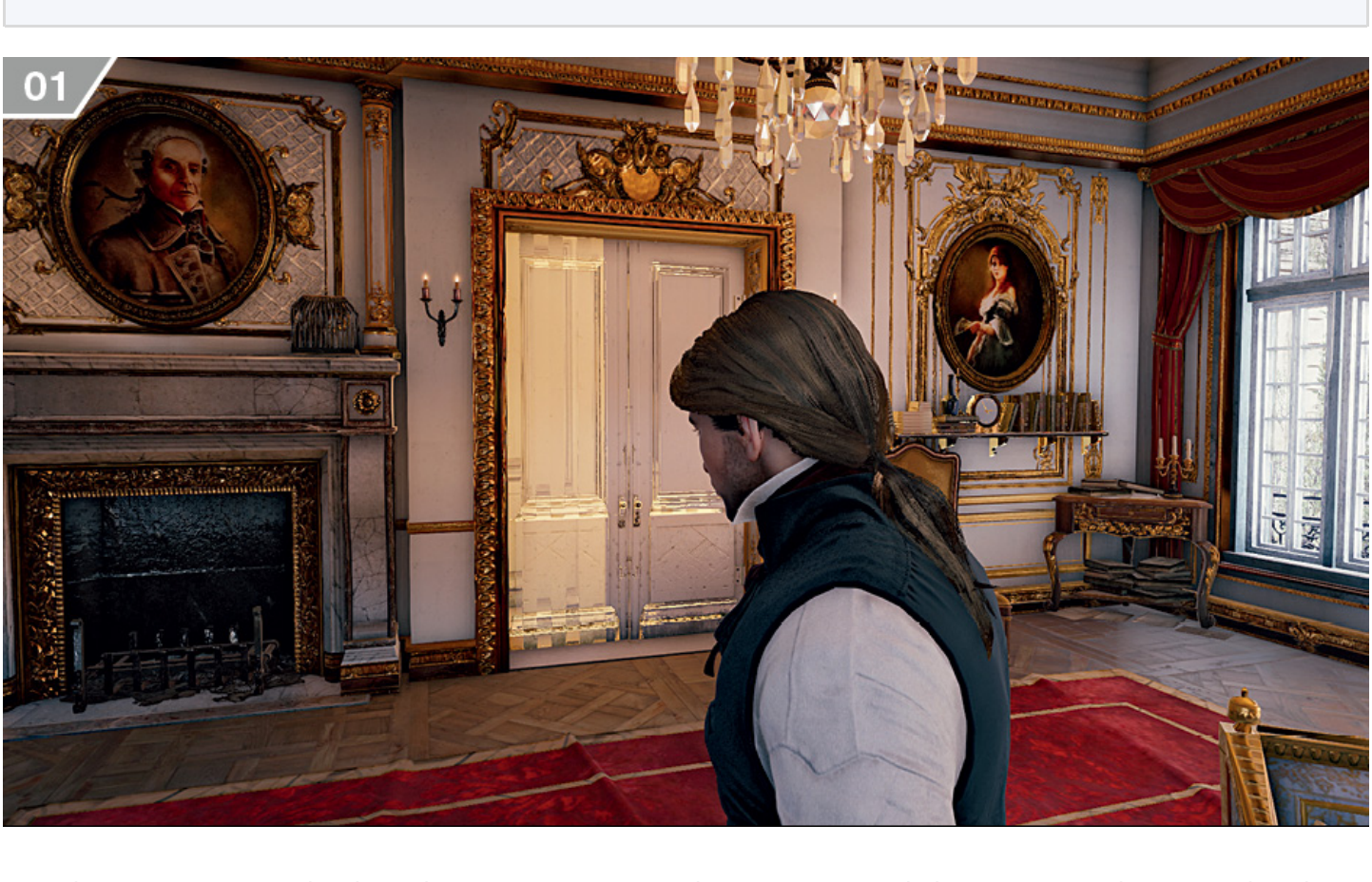
Mission Overview

Challenges

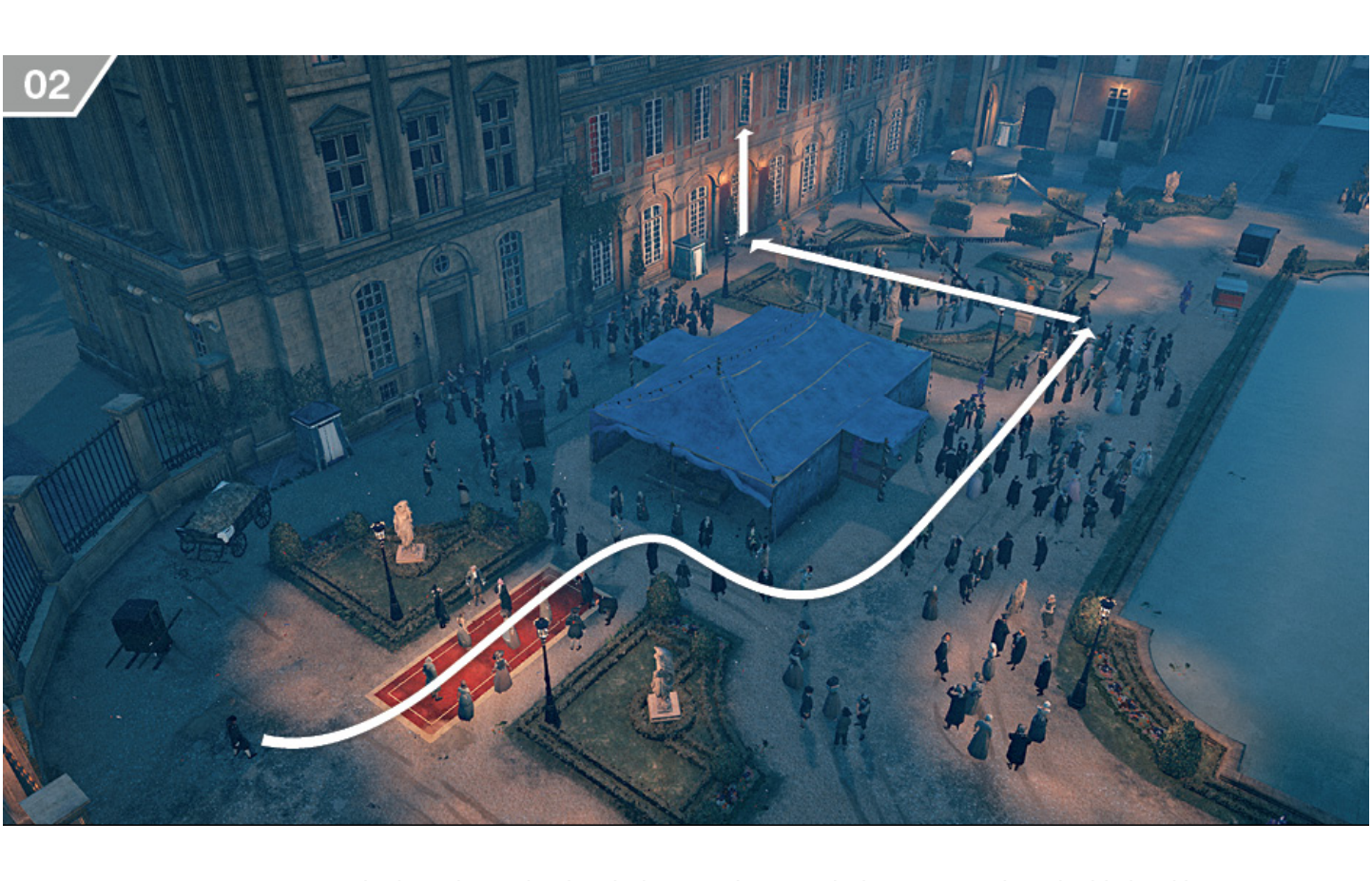
- Don't get into conflict: see 07.

Notes & Further Reading

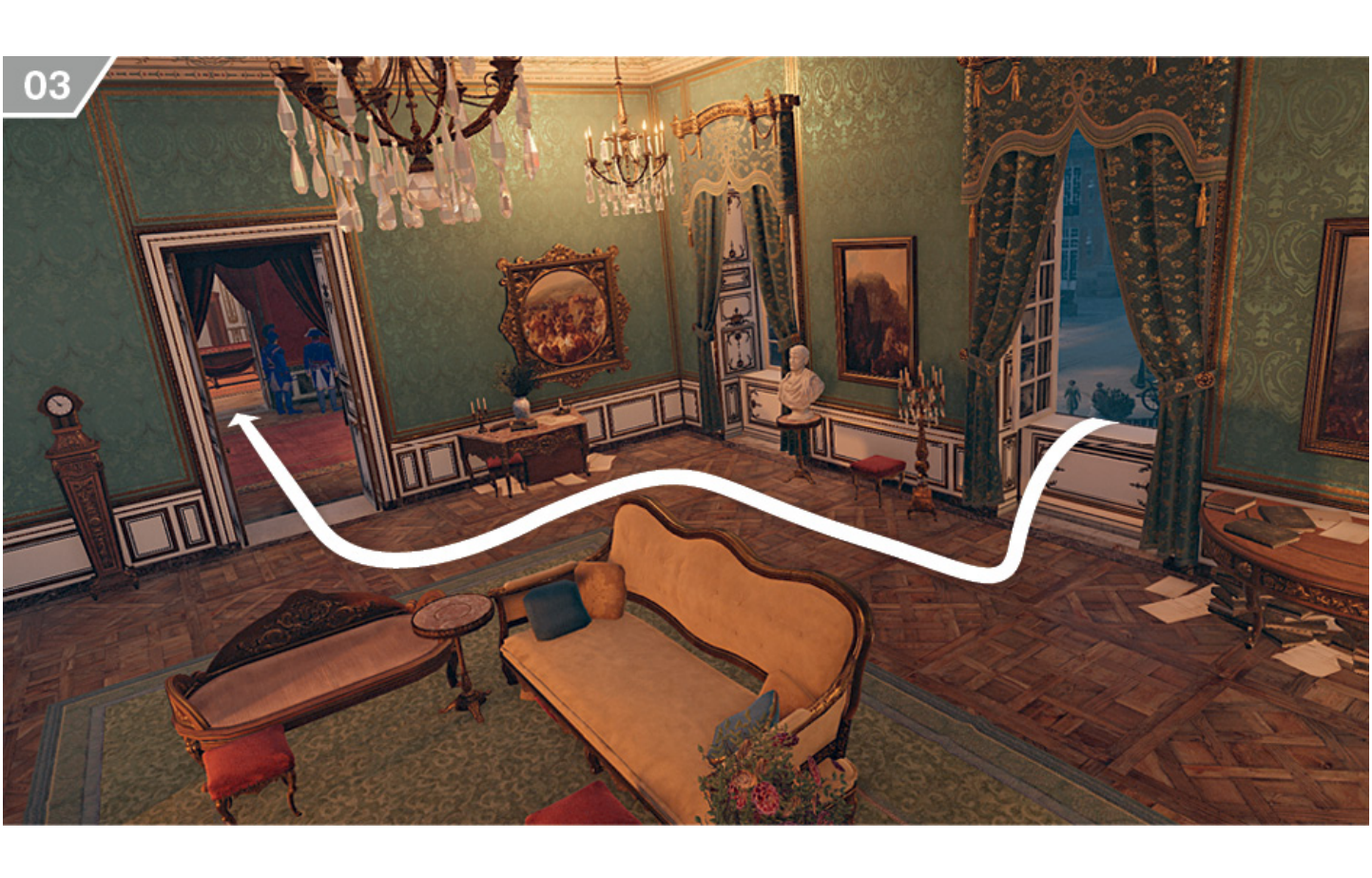
- The first Memory of Sequence 02 begins automatically after the conclusion of this Memory.



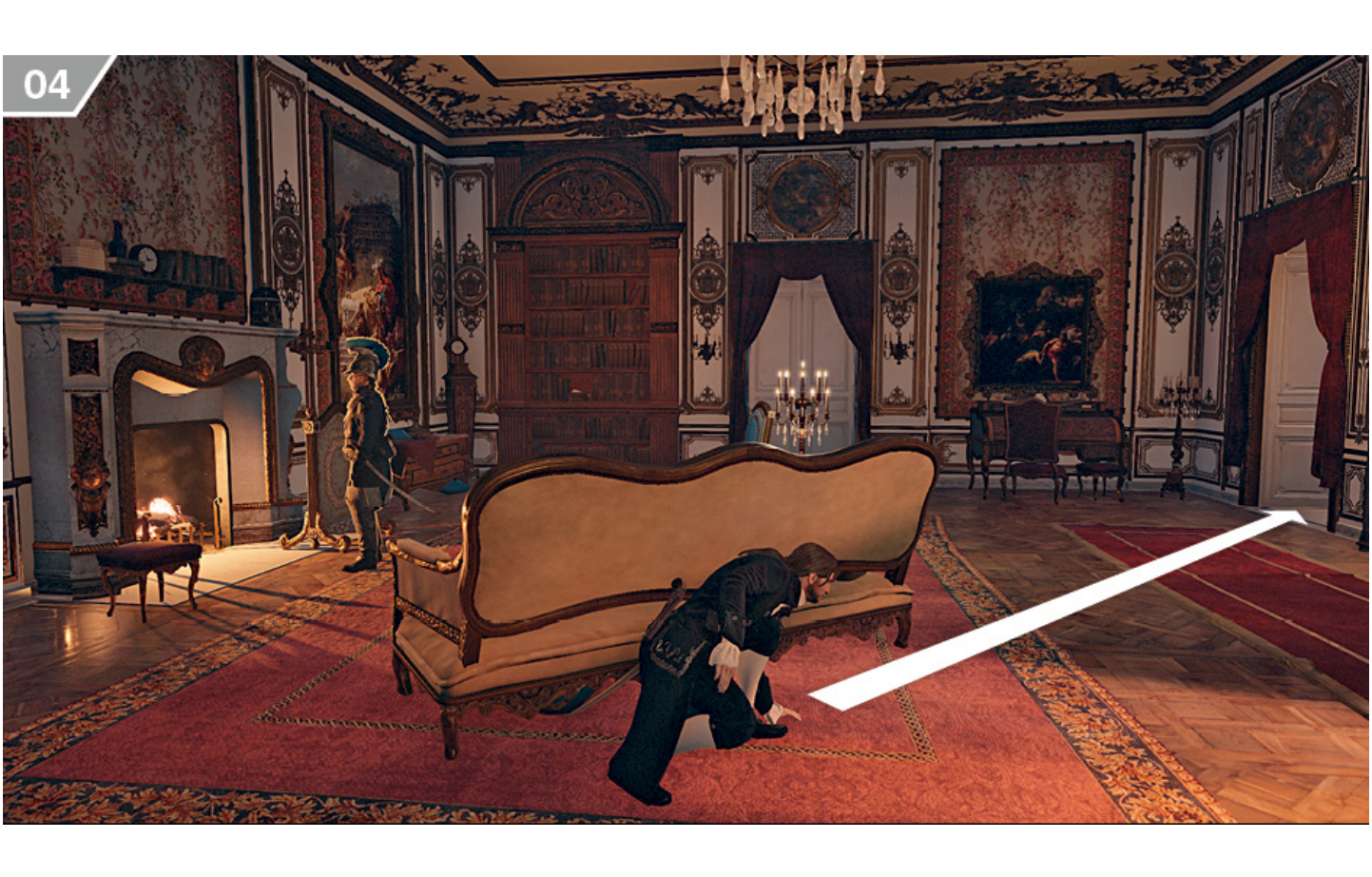
After the opening cutscene, head into the De La Serre estate and go upstairs to reach the waypoint. Feel free to explore the room for points of interactivity. When you are ready, approach the door to De La Serre's private quarters and press ◎ / Ⓑ to advance to the next part of the Memory.



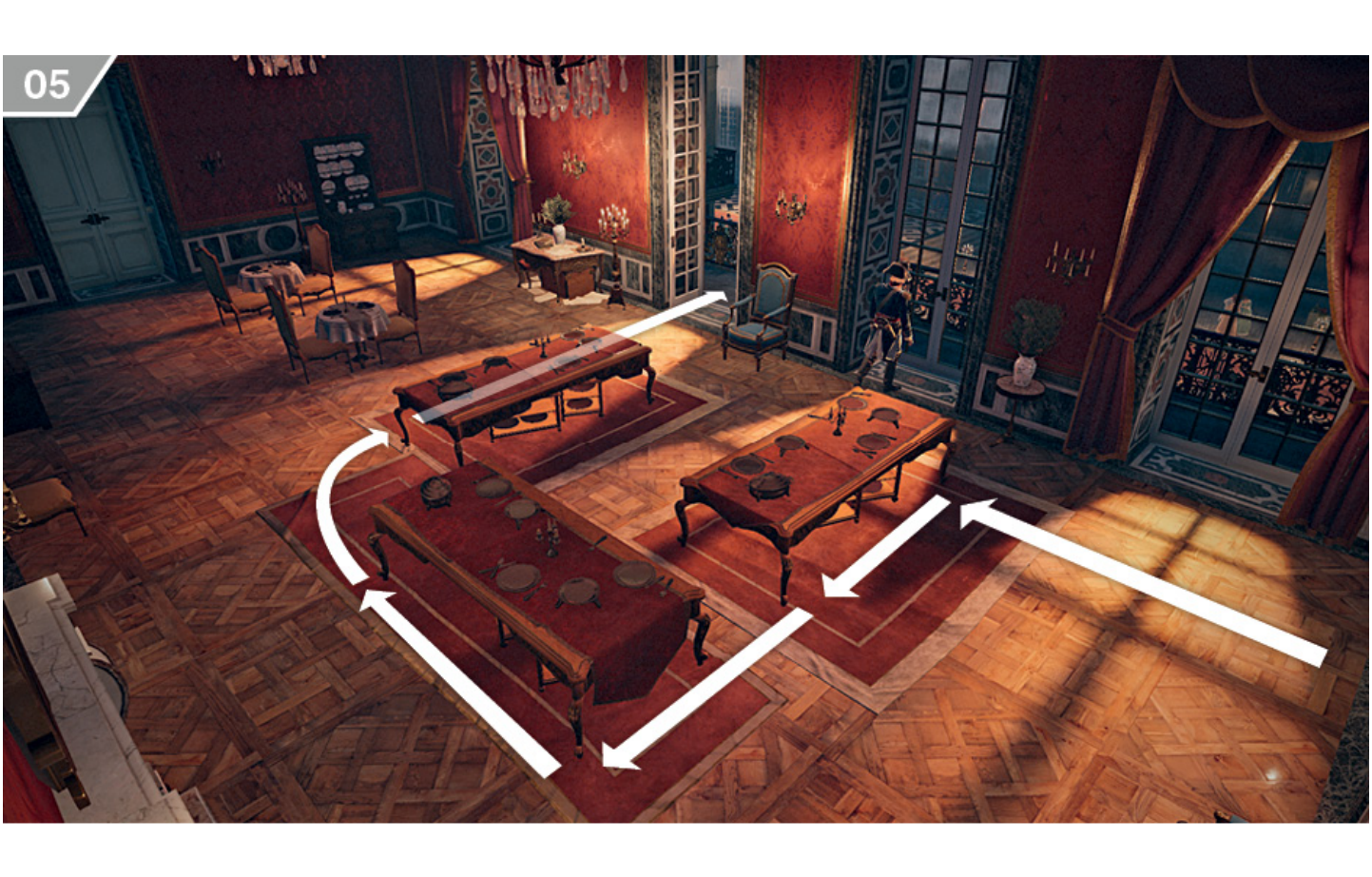
From your starting position outside the palace, Blend with the crowds to reach the open windows highlighted by a waypoint marker. Scale the wall and climb through either opening.



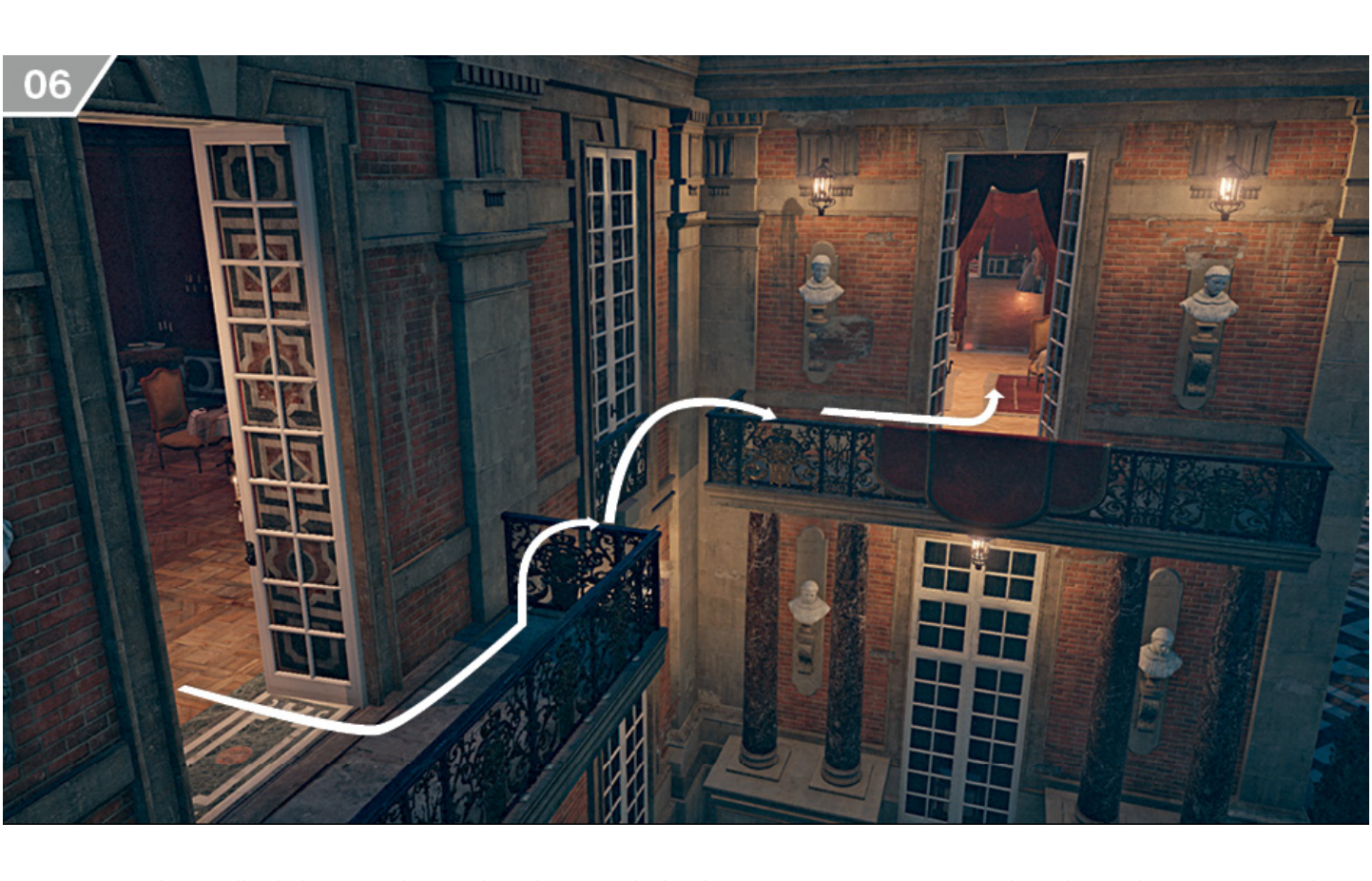
Inside the mansion, take the door to your right. Be sure to follow the prompt to use L2 / LT to move stealthily. Not only does this reduce Arno's visibility, it also increases his movement speed without the usual audibility penalty. Once the two guards have walked to the right, you can move freely through the room without fear of detection.



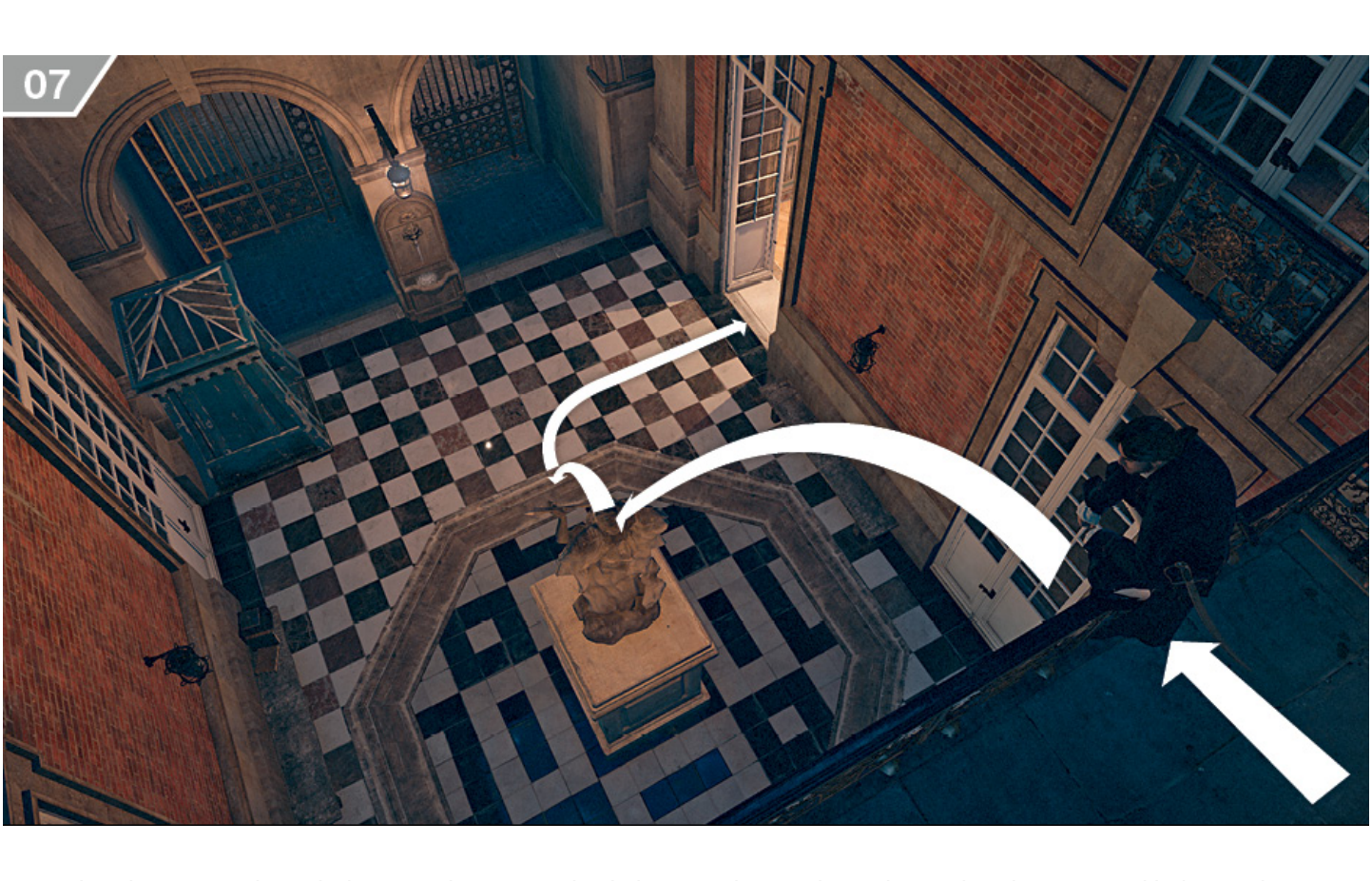
Continue to the north until you reach the room pictured here. Tap ⊗ / Ⓐ to enter cover. When the soldier moves to the left, tap the button again to leave cover and sneak through the open door.



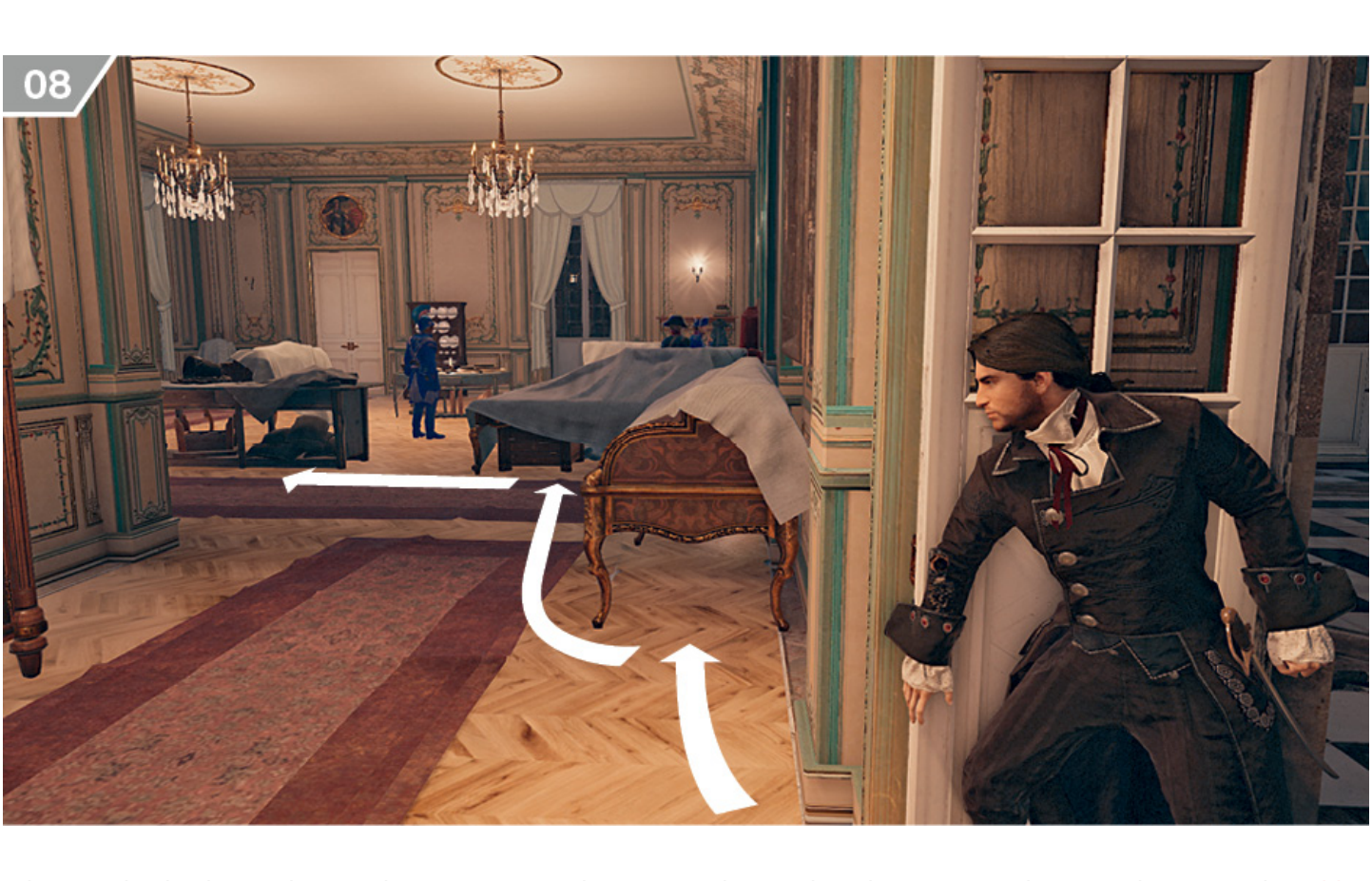
In the next room, press △ / Ⓨ to activate Eagle Vision and detect the position of a guard in the room to the north. Tap ⊗ / Ⓐ to enter cover behind the closest table. Move to the left, then press the button again to transfer between cover positions. Wait for the guard to turn away, then sneak around the outside of the tables to reach a door that leads to a balcony.



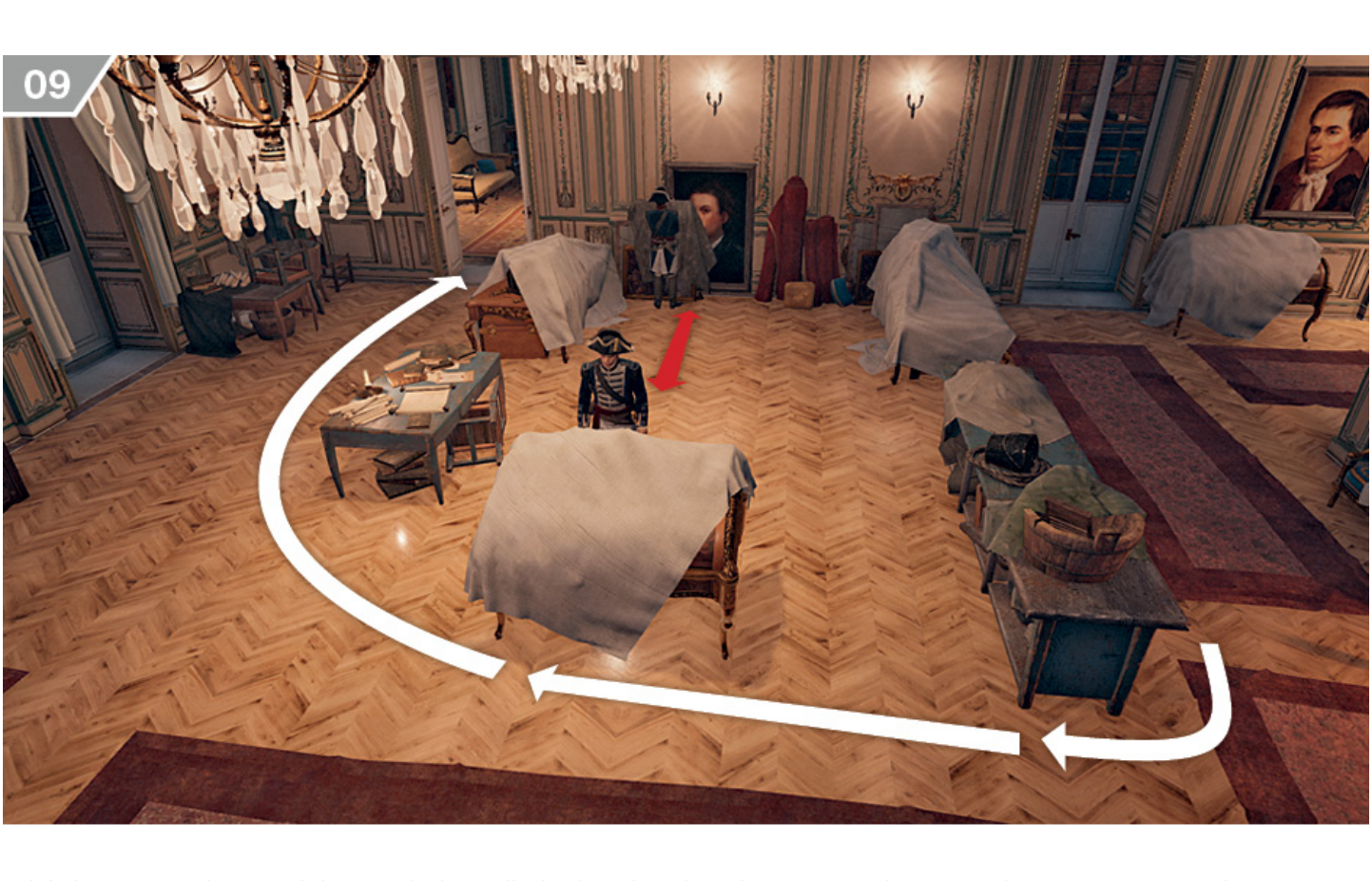
Jump over to the smaller balcony to the north and approach the door to trigger a cutscene. When this ends, continue north to trigger another cinematic in the ballroom. You should then follow Elise through the crowds until she and Arno converse in private.



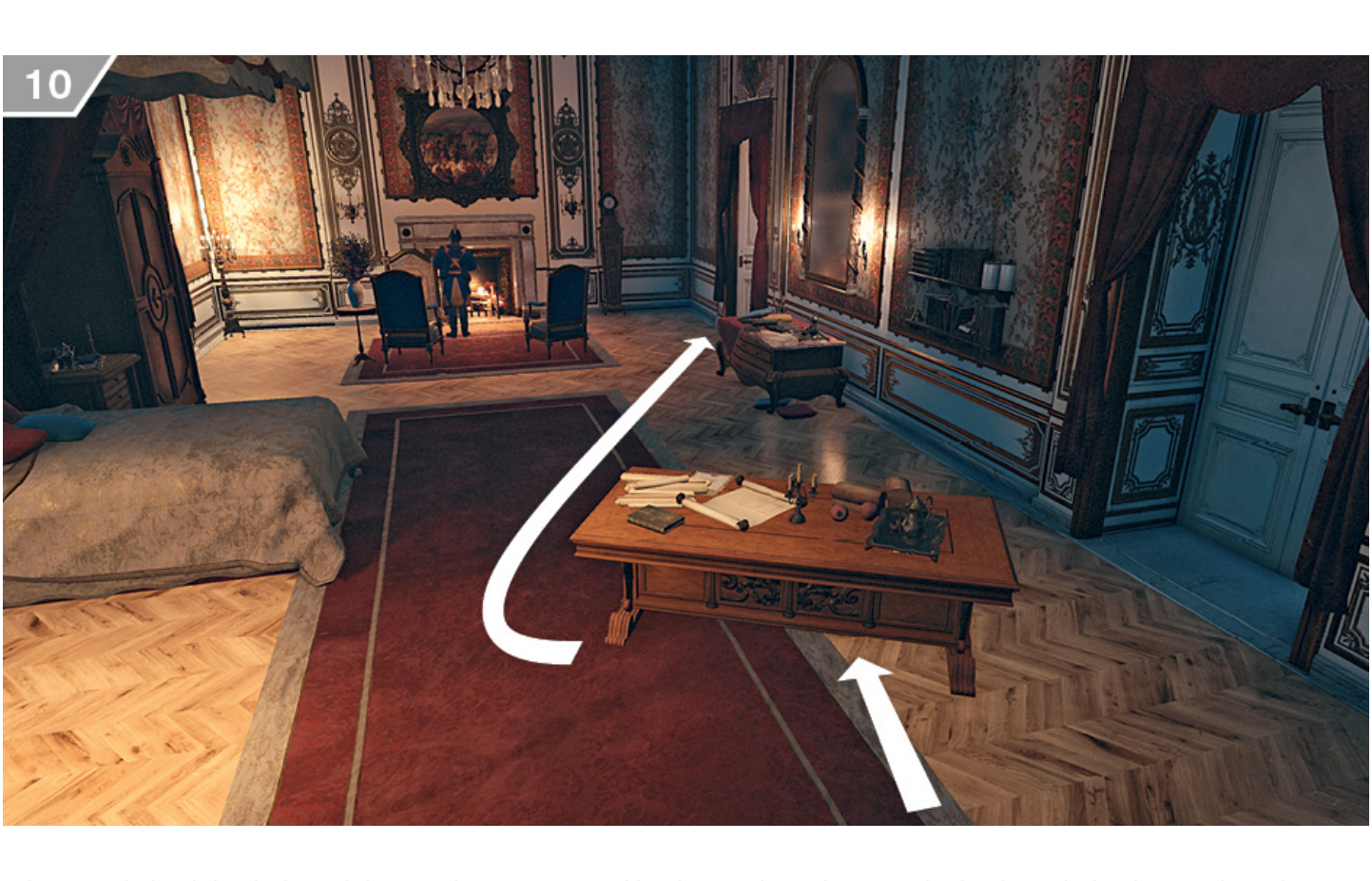
After Elise departs, go through the open door to reach a balcony and, from there, descend to the courtyard below and – carefully! – enter Stealth Mode as you pass through the only available entrance. The Challenge to avoid conflict begins here, and entails using techniques introduced earlier in the Memory to bypass guards.



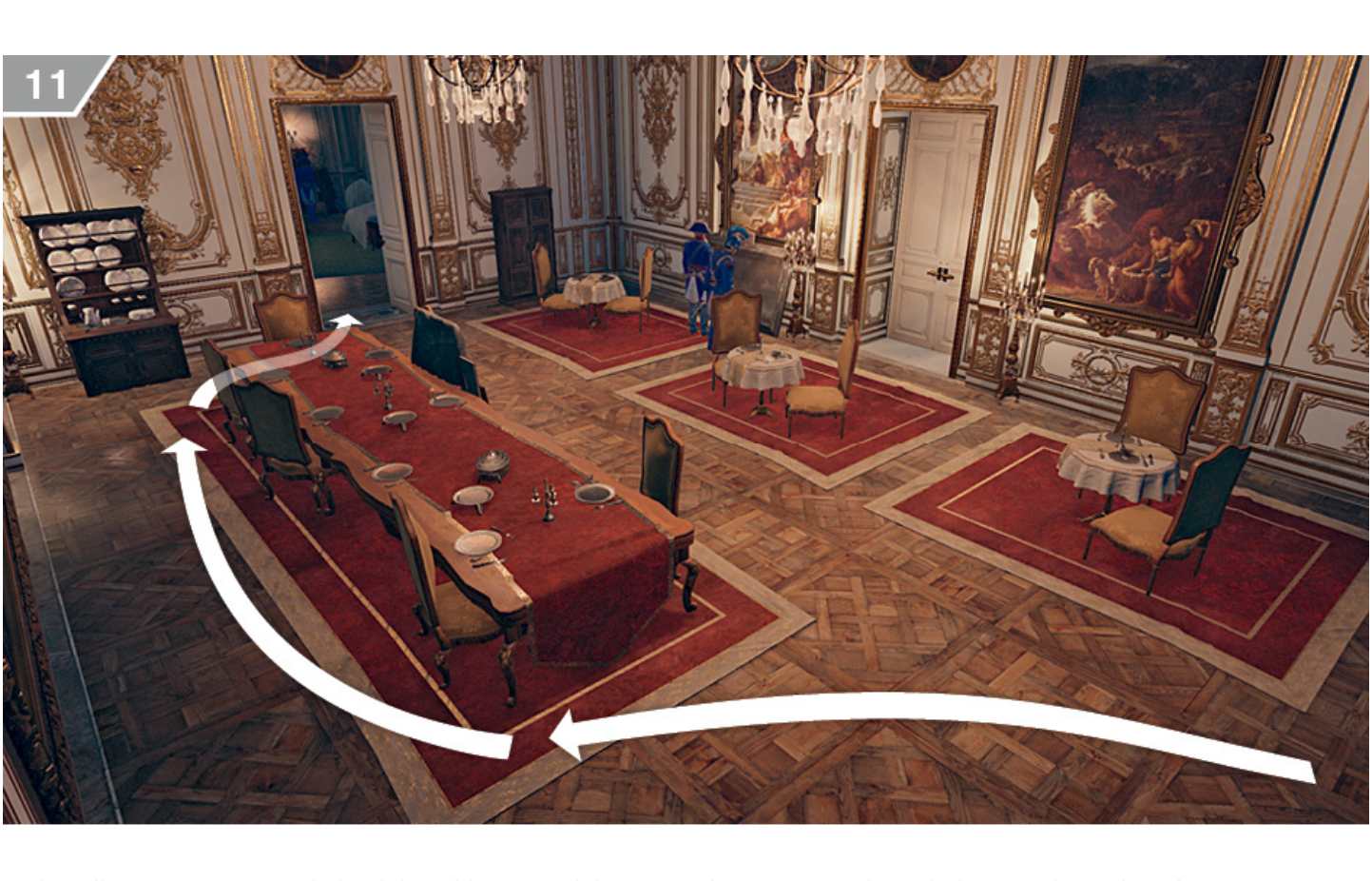
Take cover by the door and use Eagle Vision to get a clear view of the guards in the room. Use the cover elements and Stealth Mode to move undetected to the position shown on the above screenshot.



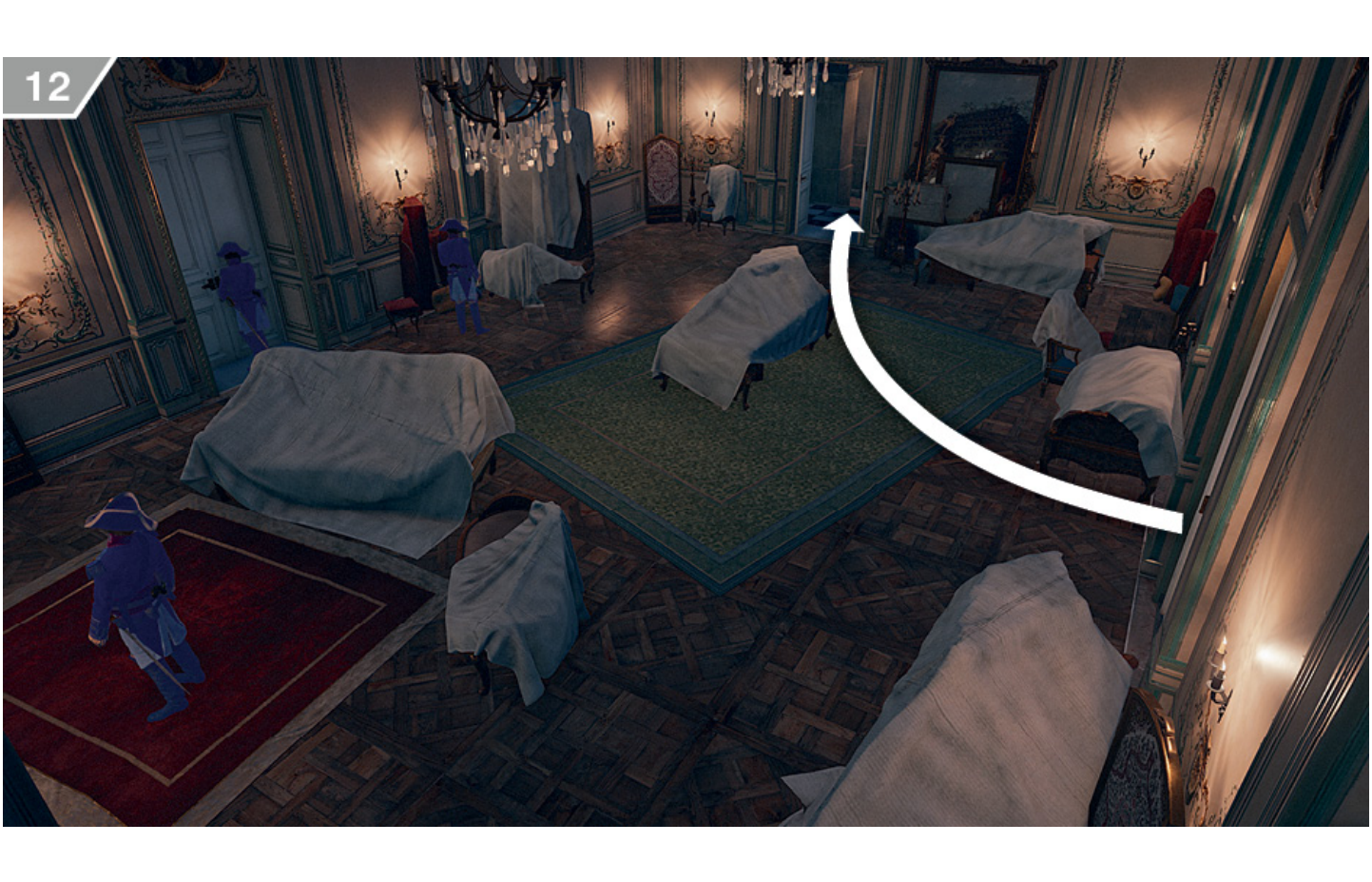
While being careful to avoid the guard who walks back and forth at the center of the assorted cover positions, make your way through the next door. The guard standing close to it will turn and walk through it as you approach his position.



Take cover behind the desk until the guard moves to stand by the fireplace, then quietly slip through the door to the right.



In the following room, move behind the table to avoid detection, then continue through the next door when the coast is clear.



Sneak through the exit and approach the waypoint to trigger the Memory's closing cinematic.

Walkthrough

Sequence 02

Memory 01/“Imprisoned”

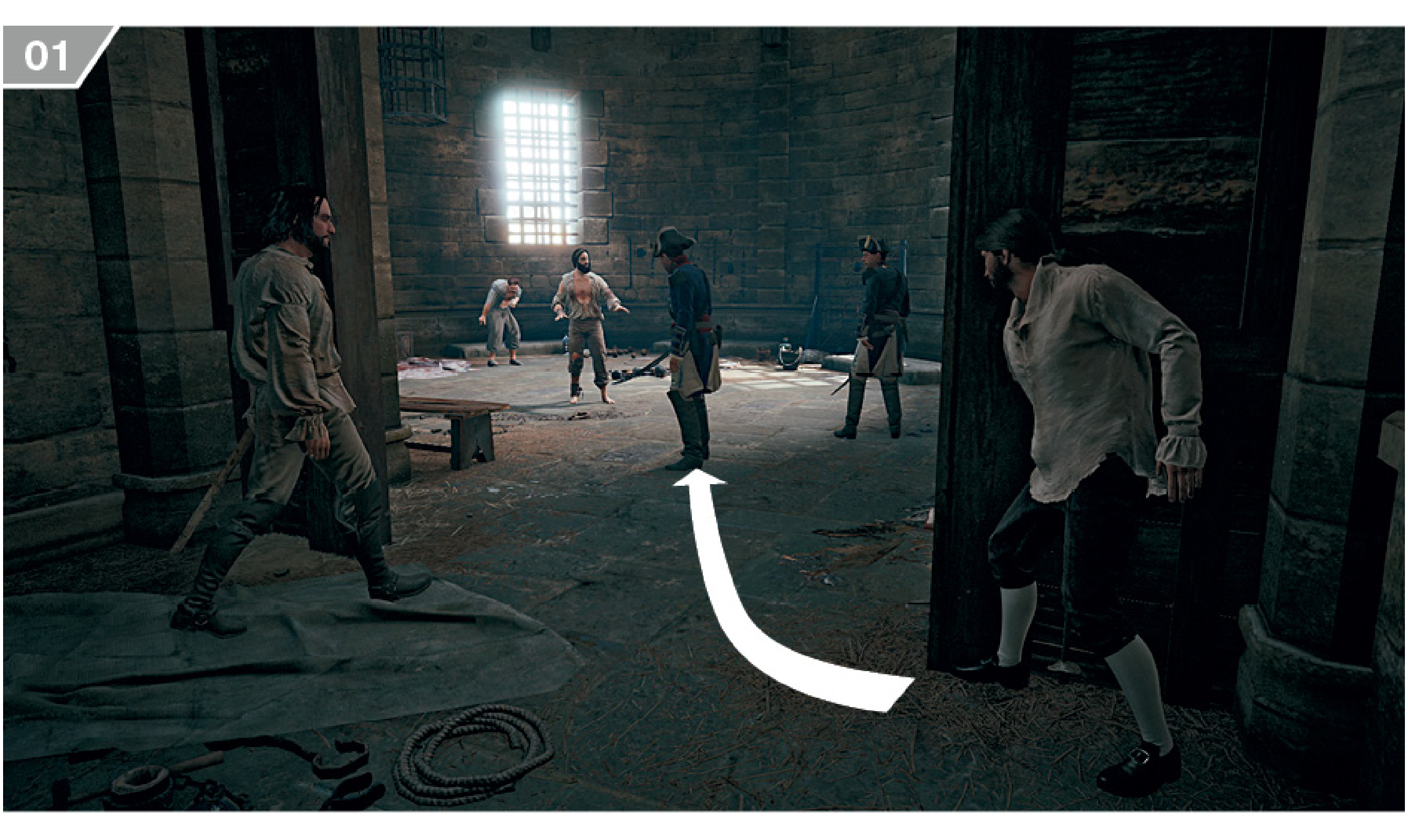
Mission Overview

Challenges

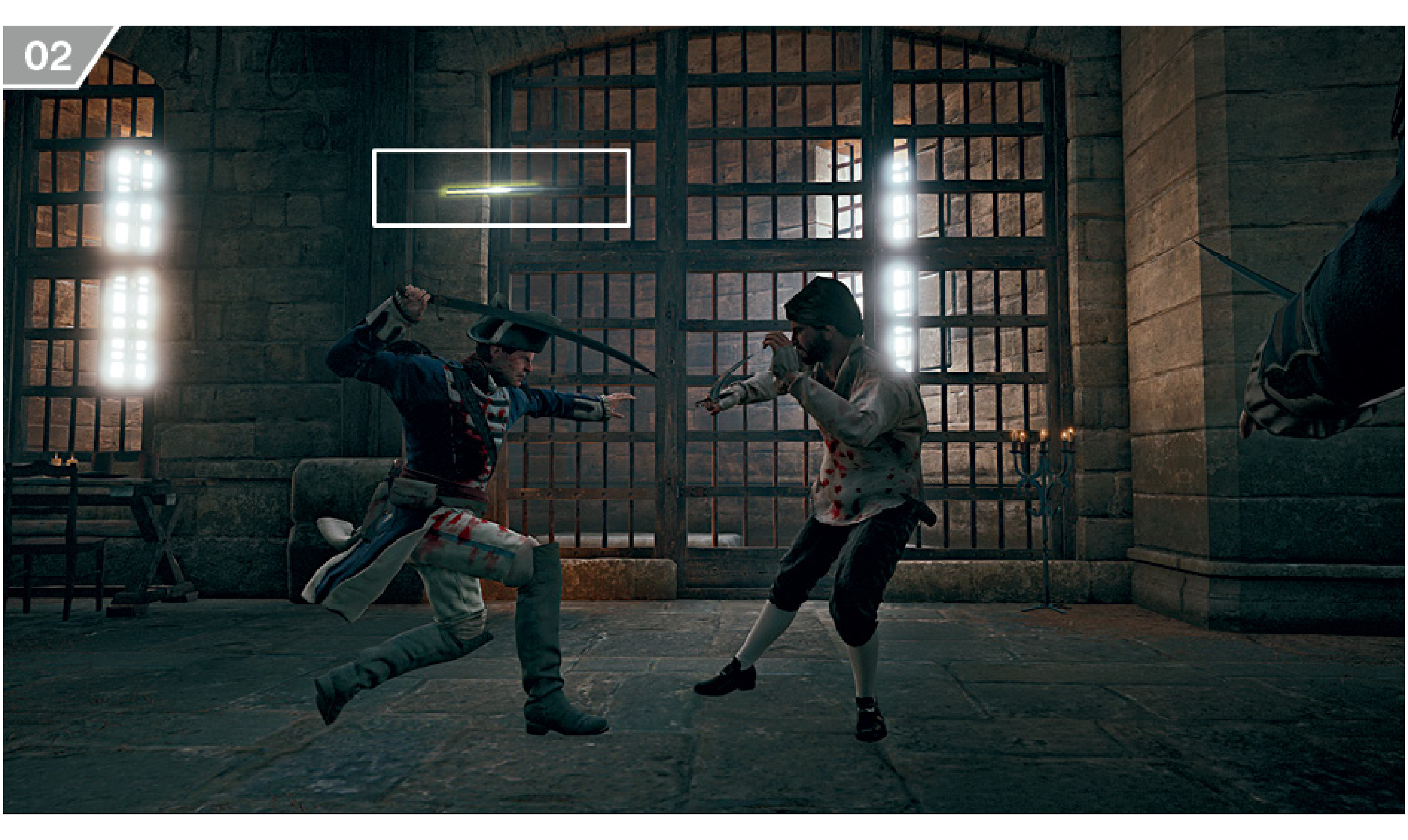
- Three Perfect Parries: see 02 .
- Two Smoke Bomb evasions: see 02 .

Notes & Further Reading

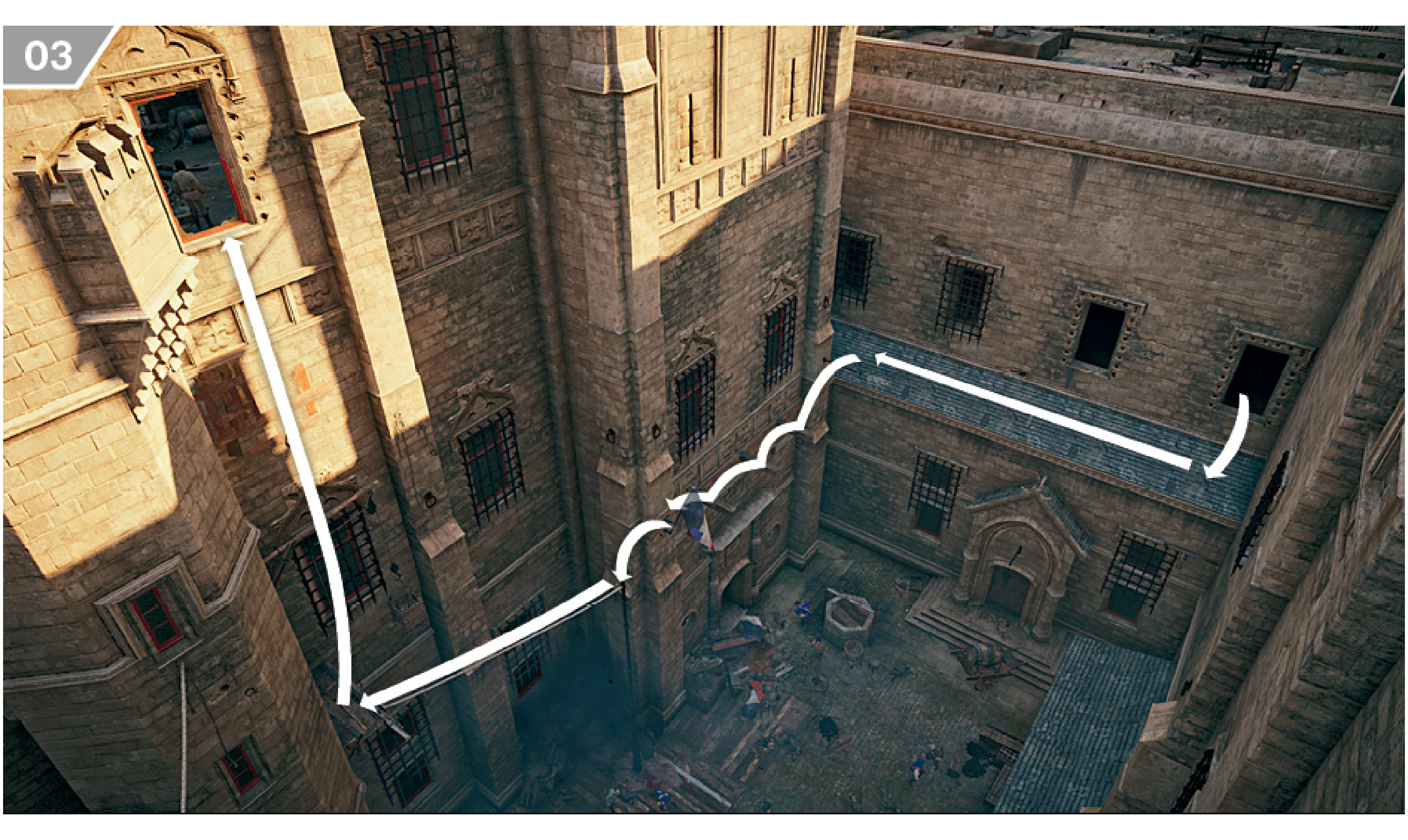
- You can find an introduction to all of the staple combat moves in the Primer.



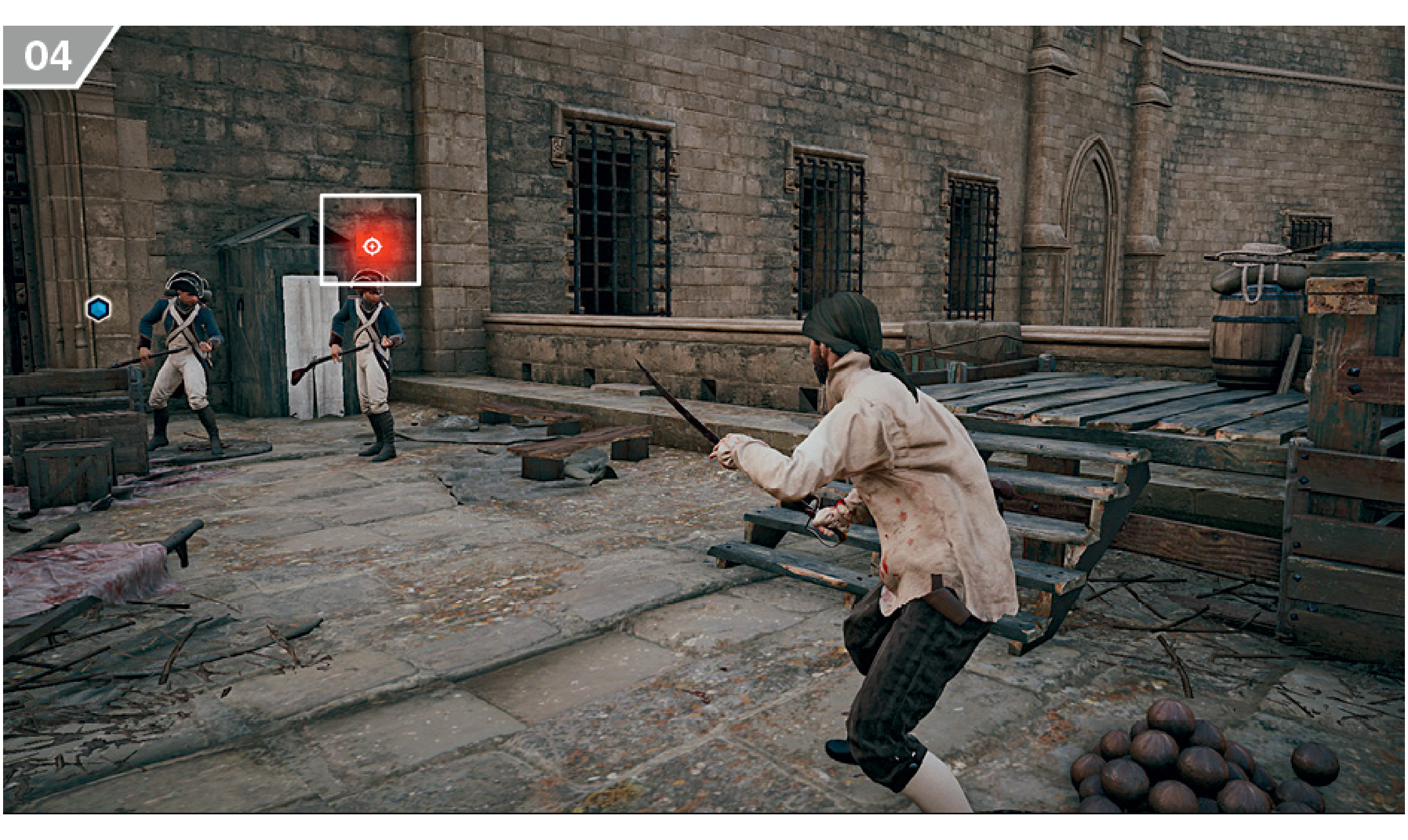
There are a few (highlighted) points of interactivity to explore in the cell after the Memory begins. To advance the story, approach the mattress on the floor and press ◎ / Ⓑ . Complete the fight tutorial against the prisoner, then activate Eagle Vision when prompted. After the narrative skips forward, get into position behind the wall as illustrated above. When the guards enter, approach one and hold ◎ / Ⓑ when directed to perform a silent, non-lethal takedown.



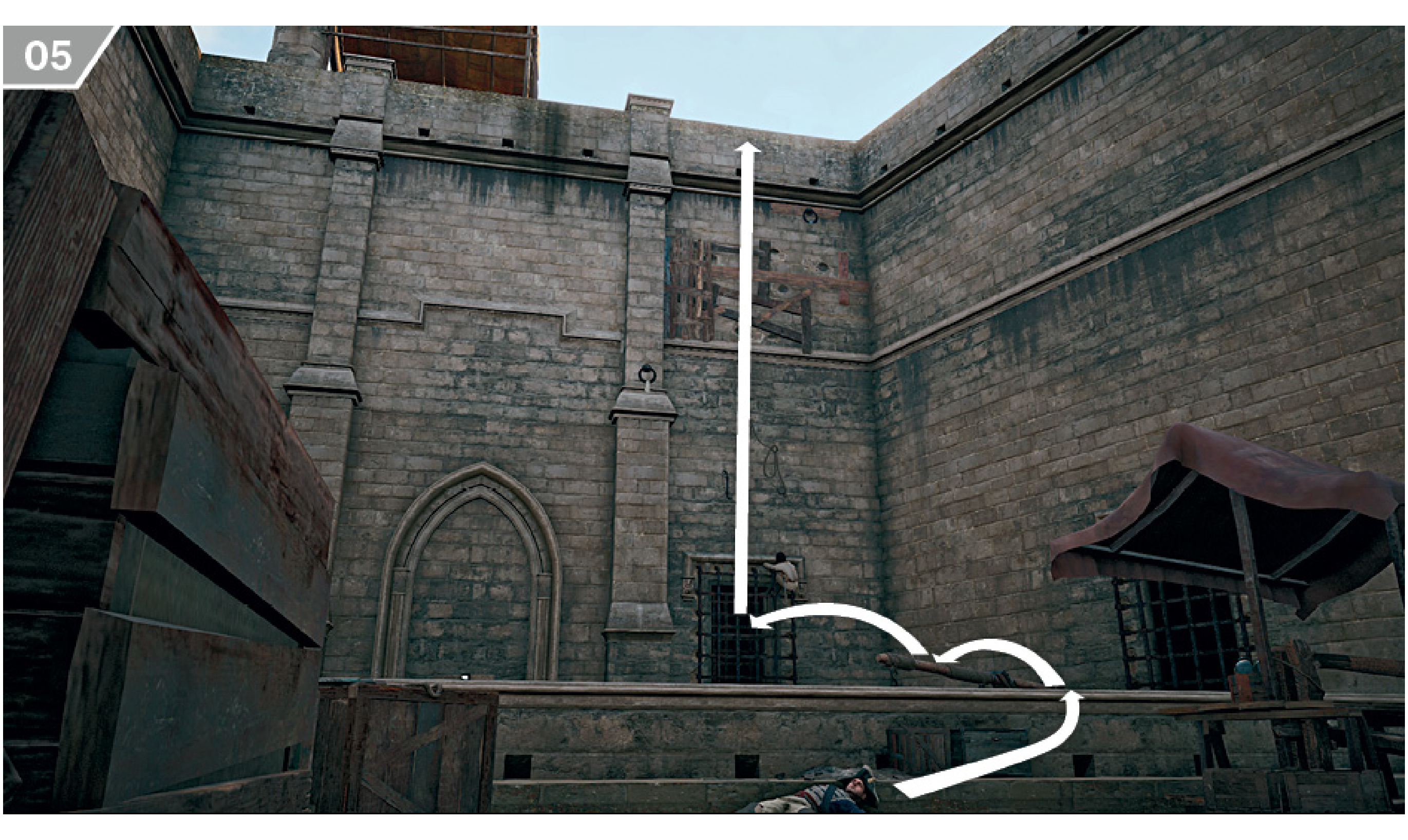
Follow Bellec until he attempts to unlock a door. When the two soldiers arrive, both Challenges for this Memory become active. To perform a Perfect Parry, press ◎ / Ⓑ at the point in a guard’s attack when his health bar flashes yellow. It is much easier to complete the Perfect Parry Challenge here after eliminating one guard. If required, tap ✥ to heal Arno. As long as you focus on parrying first and foremost, attacking only when it is safe to do so, you will soon get a feel for the rhythm that basic combat requires. The first assailants are followed by a second wave of three. This is a good time to work on Smoke Bomb evasions: select them with ✥ in advance, then tap R1 / RB to throw the explosives and vanish.



Once the door is unlocked, sprint after Bellec; there are further opportunities to use Smoke Bombs here if you have yet to complete the Challenge. Follow him through the window, then free run and climb via the route shown on the screenshot.



Continue to run after Bellec until he kicks down a door. In the ensuing fight, charge at the marksmen at the far side to engage them before they open fire. If you still have a Smoke Bomb to hand, it could be useful here. Whenever you see a red target icon appear (⊕), get ready to dodge just before the soldier opens fire to evade the bullet.



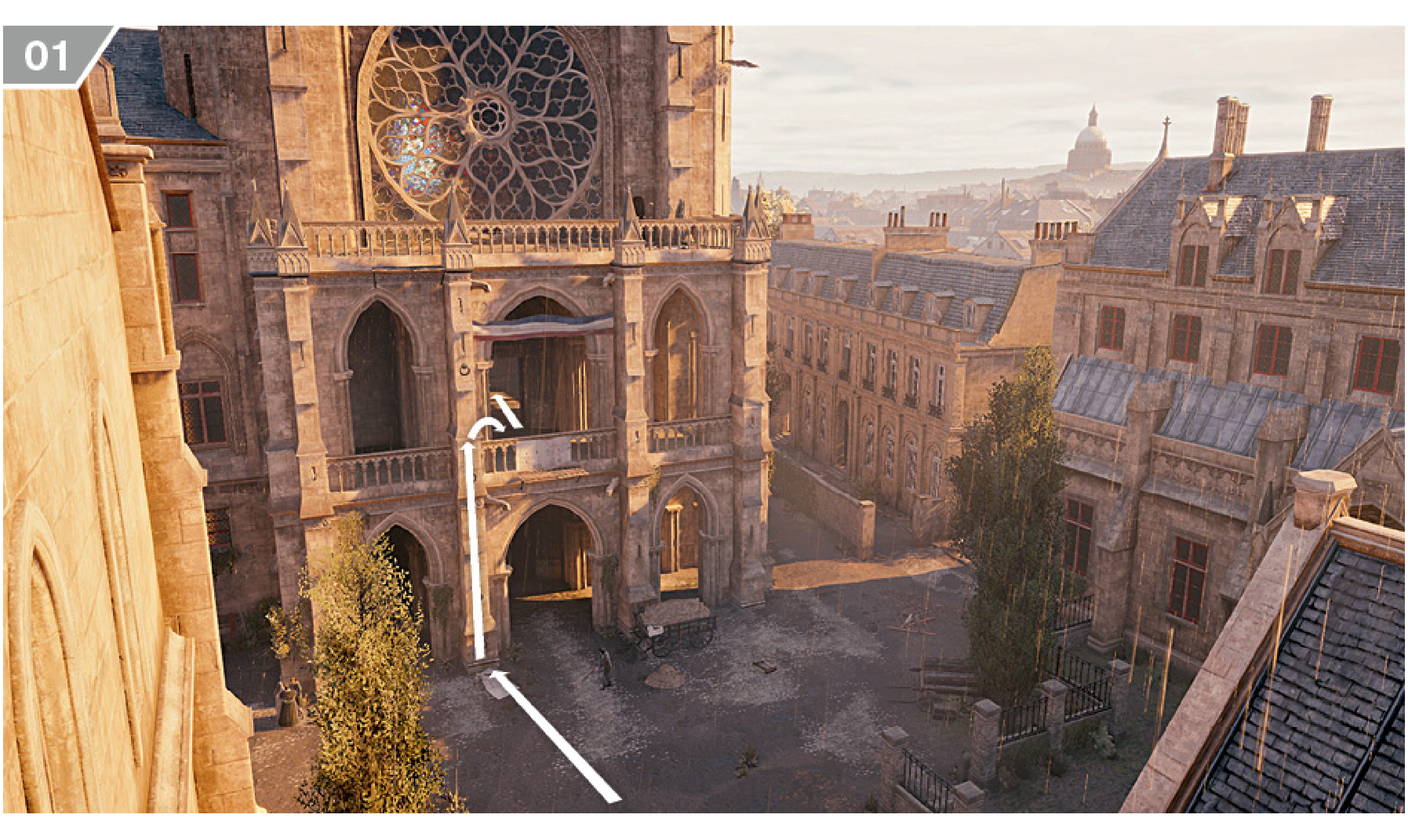
Once all soldiers have fallen, follow Bellec’s lead in scaling the wall to the north. At the top, stay behind him until a cutscene begins. When this ends, press R2 / RT to perform a Leap of Faith. Once the cinematics end, follow the prompt to activate Eagle Vision to bring the Memory to a close.

Memory 02/“Rebirth”

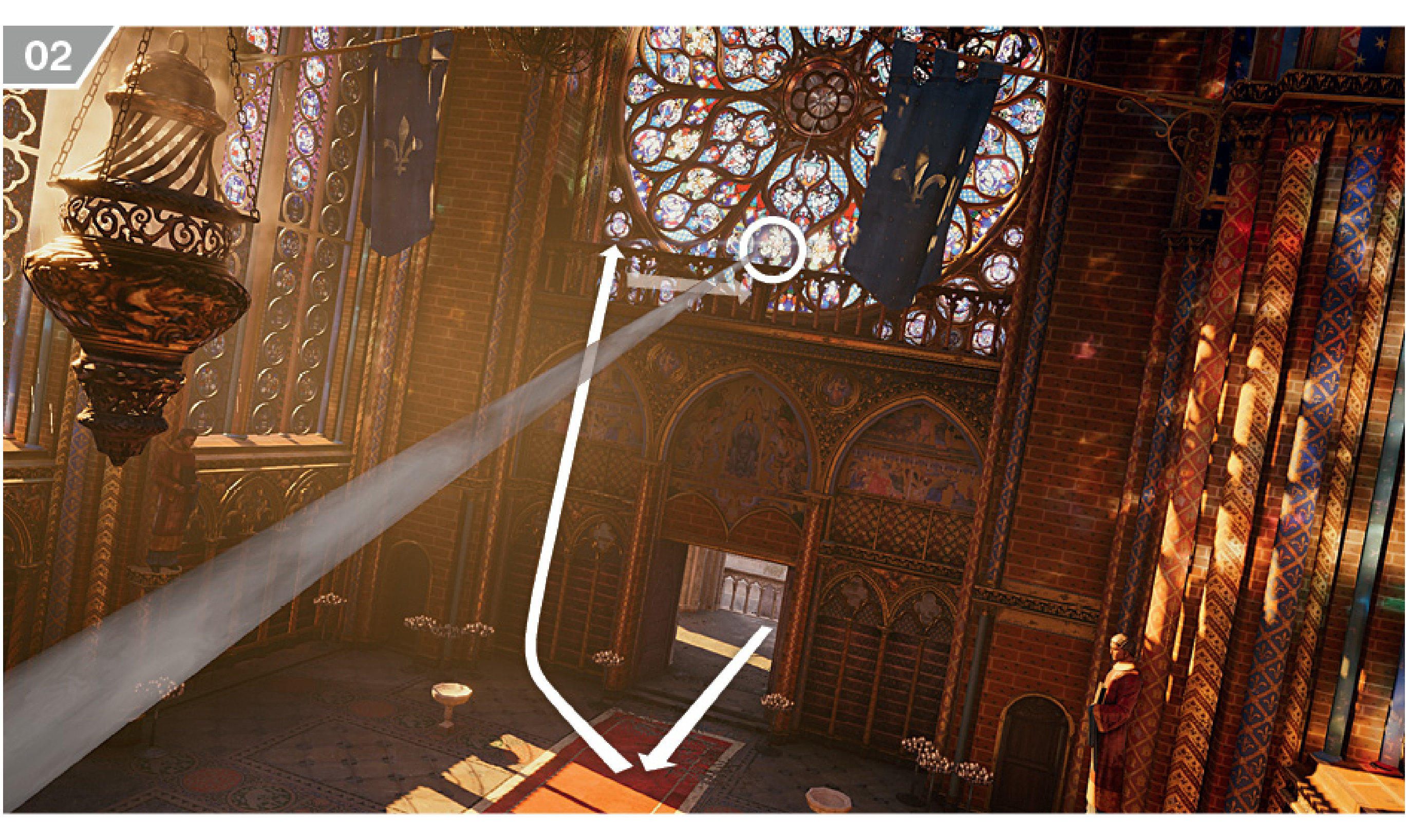
Mission Overview

Notes & Further Reading

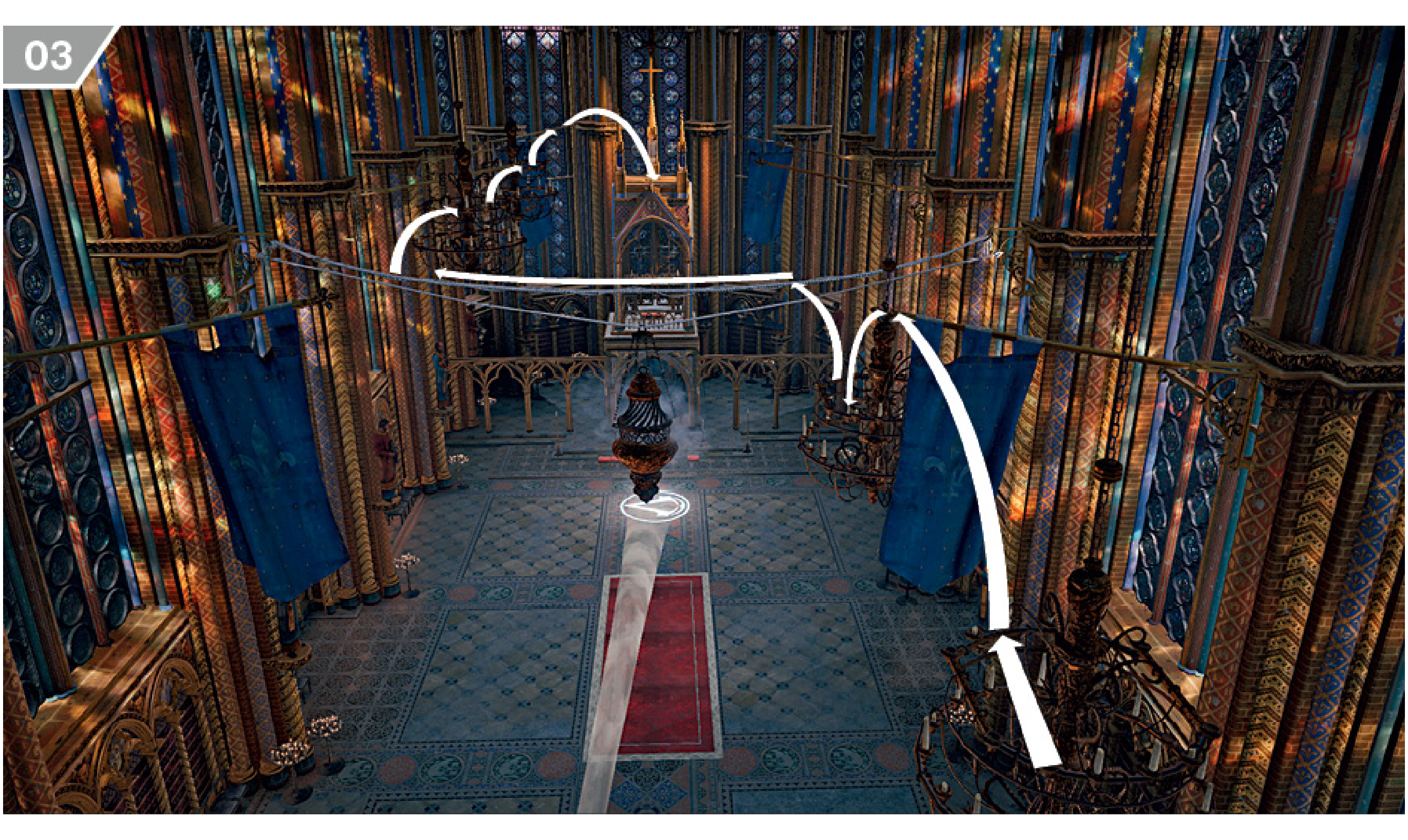
- There are no Challenges in this Memory.
- You are free to explore Paris before you begin this Memory. However, as Sequence 03 provides Arno with additional skills, it makes sense to complete this mission before you travel far and wide.
- Once you are ready to begin, you may wish to take a slight detour to Synchronize with the Sainte-Chapelle Viewpoint to gradually begin the process of unfogging the full Paris map.



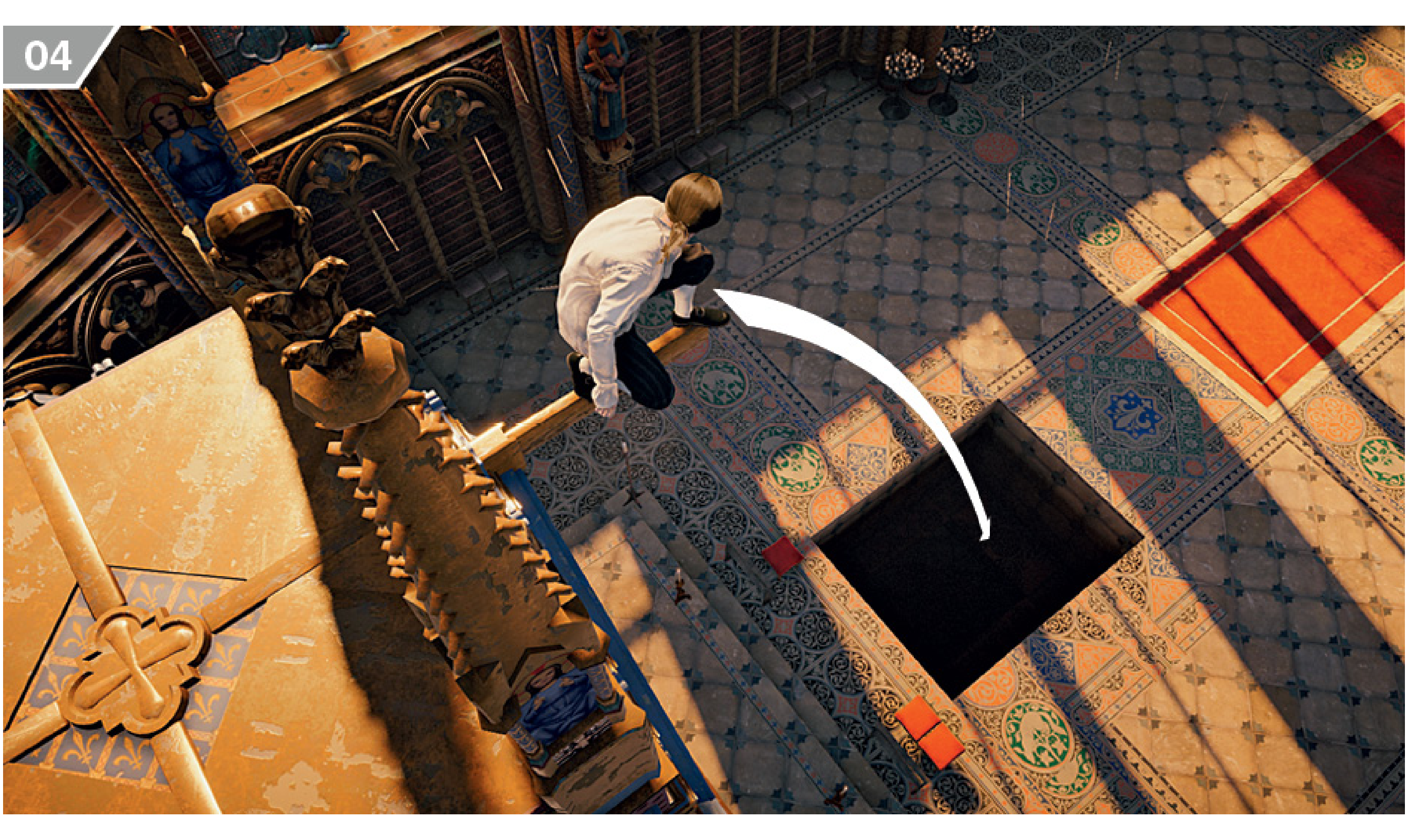
From your start position, climb to the first balcony on the Sainte-Chapelle, then pass through the open door.



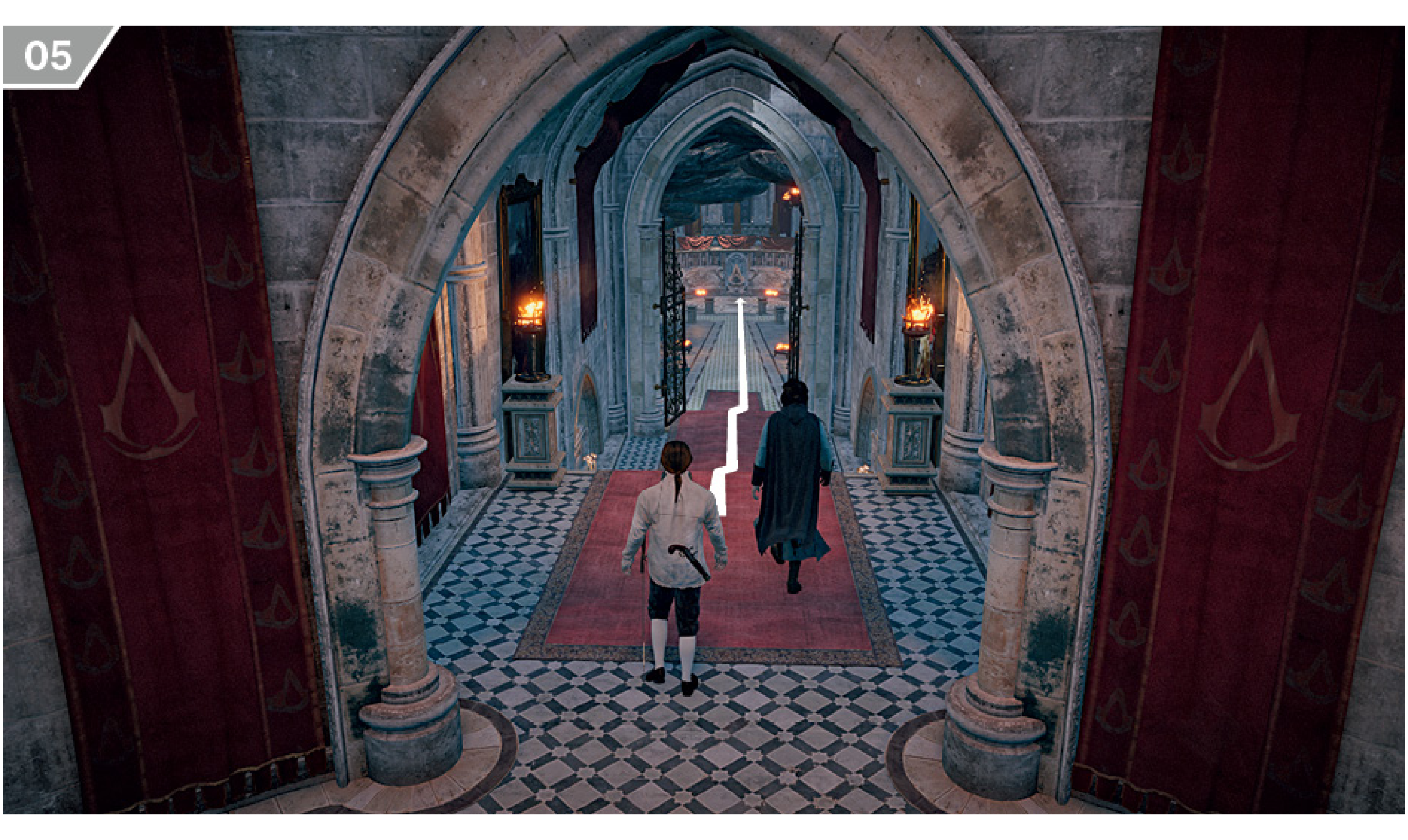
Once inside, climb up to the balcony and press ◎ / Ⓑ to investigate the device stationed there.



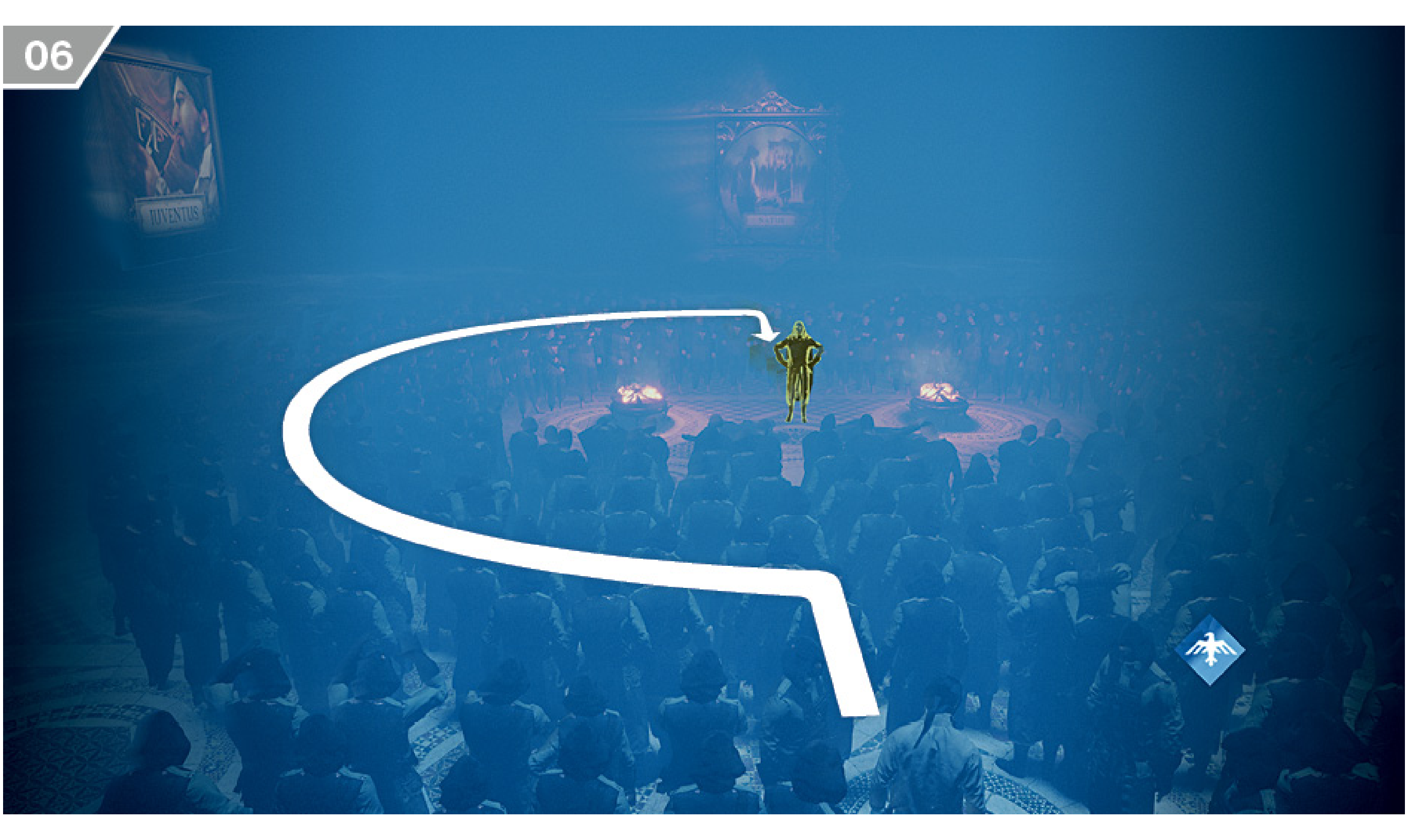
Follow the path shown above to reach the waypoint marker on the far side of the room before the timer elapses. If you cannot reach it in time, go back and interact with the device on the balcony to begin again.



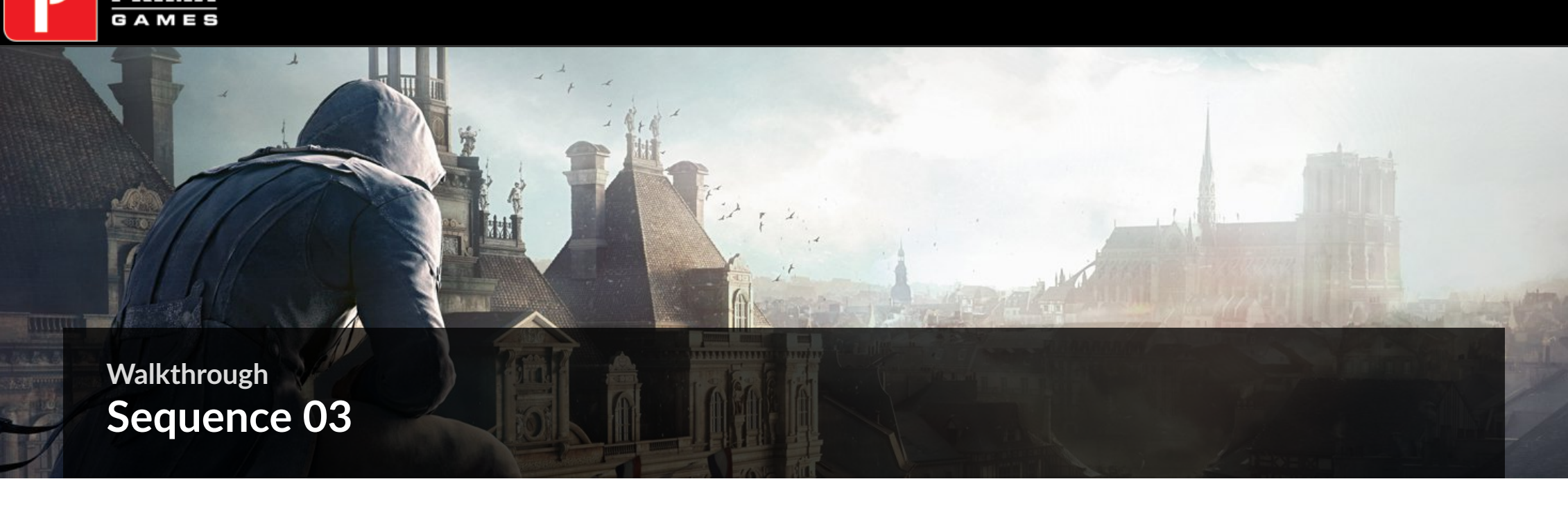
When you reach the waypoint, stand on the perch. Once the secret door has opened, perform a Leap of Faith into the hole below.



Follow Bellec until you reach the Assassins. After the cutscene, approach the chalice and press ◎ / Ⓑ to drink. The gameplay sequence that follows is strictly linear, with some entirely uncomplicated free running and climbing to complete in order to advance the story.



When you arrive in a darkened chamber with crowds of hooded figures, walk towards the picture marked “Natus” (directly ahead of the position where you begin) until you reach the crowd. At this point, activate Eagle Vision to identify a figure highlighted in gold. Using the crowd as cover, move behind this individual, then step out of concealment and press ▢ / Ⓧ to perform an assassination.



Walkthrough

Sequence 03

Memory 01/"Graduation"

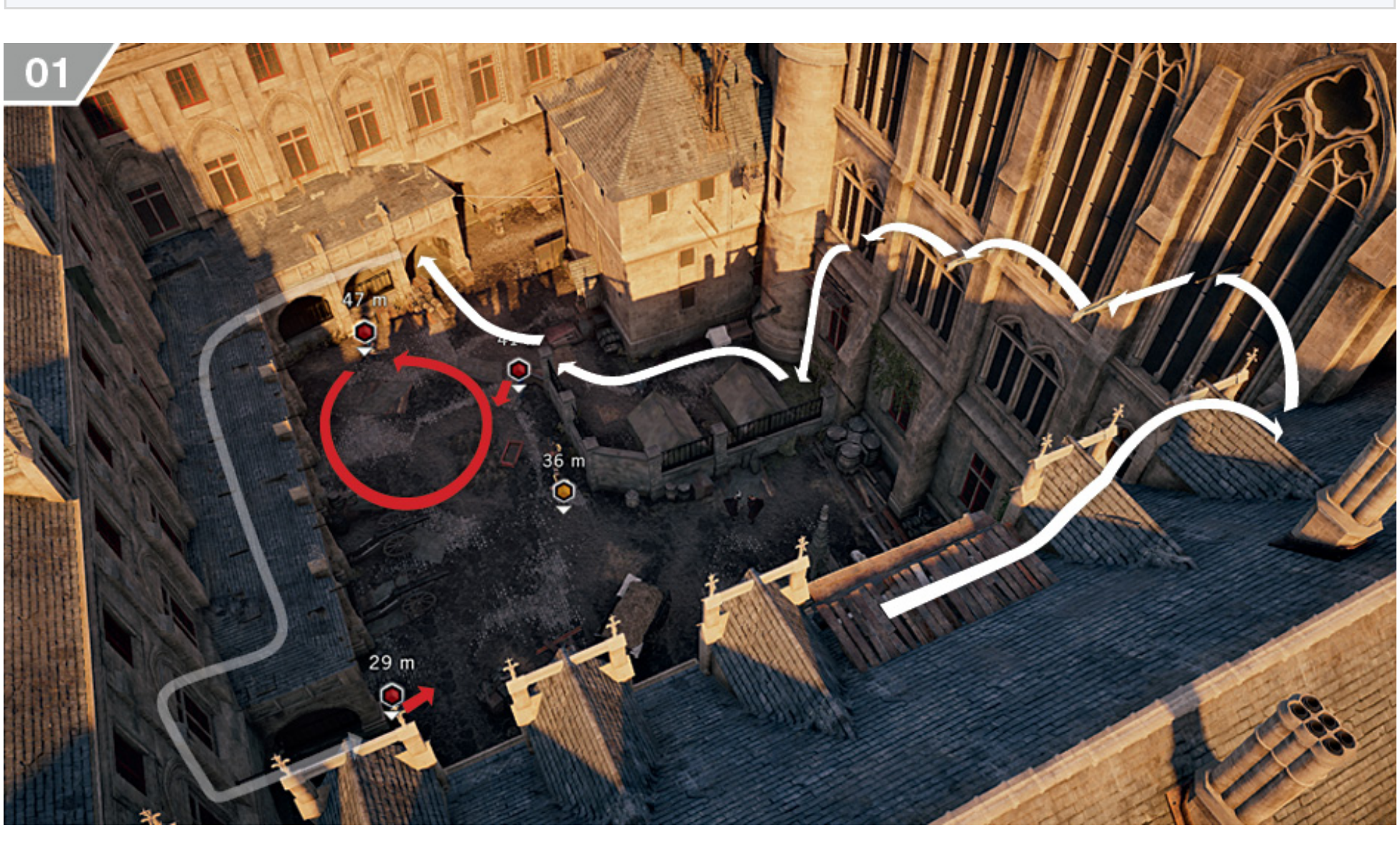
Mission Overview

Challenges

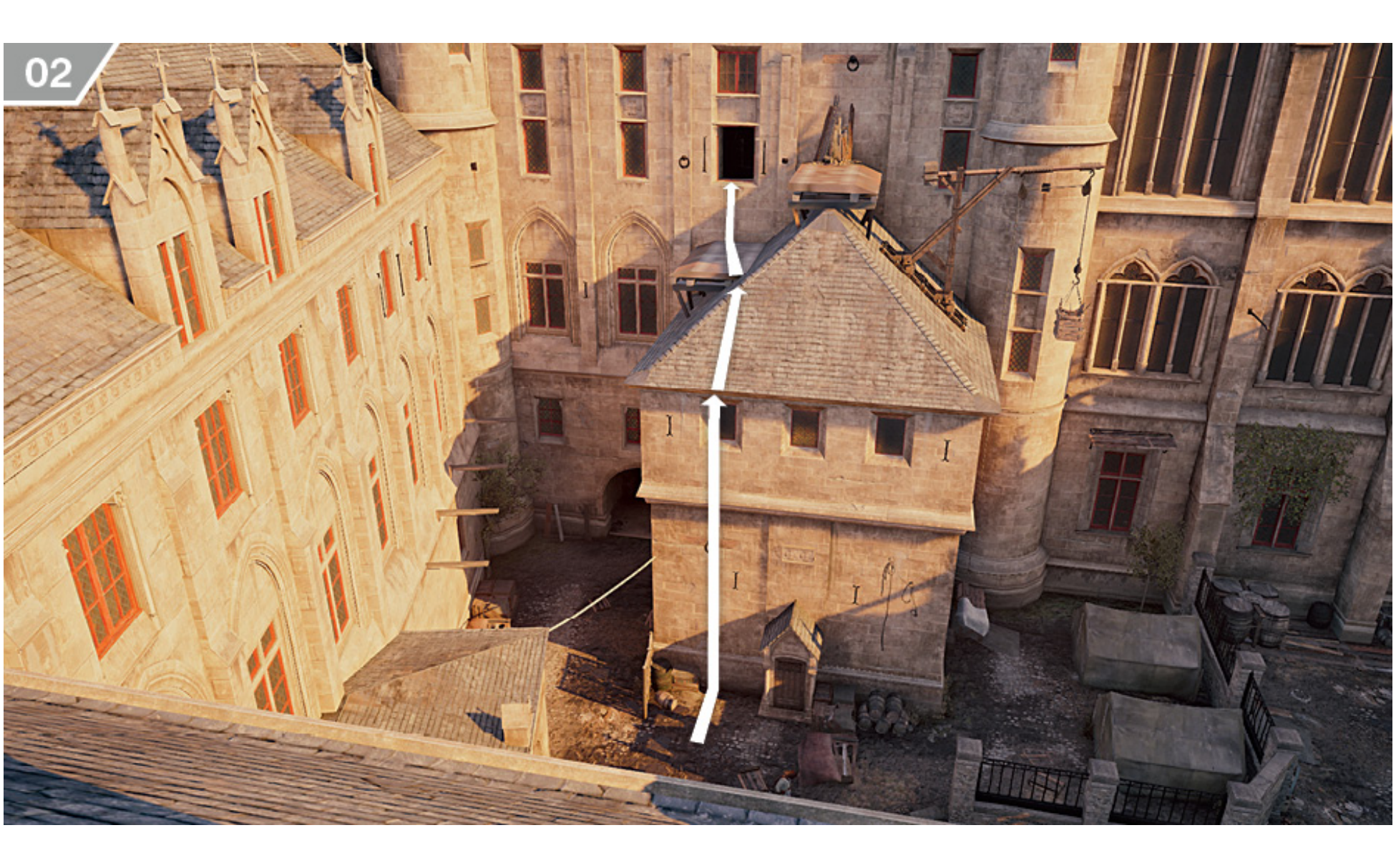
- Three cover kills: see 01.
- Keep up with Bellec: see 02.

Notes & Further Reading

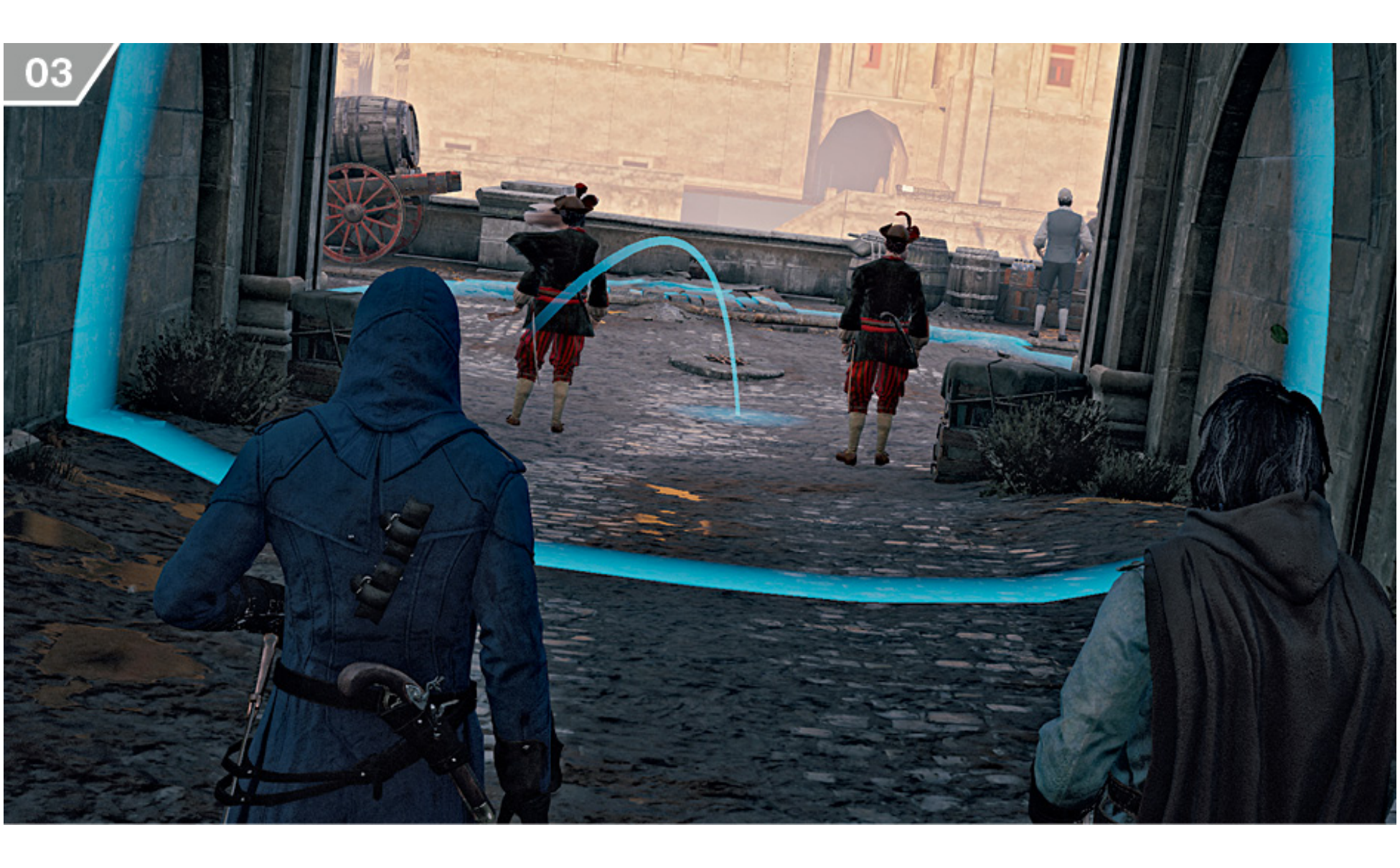
- Sequence 03 begins with an introduction to the skills that are unlocked via progression in the main storyline.
- You are also free to join and host Co-op Missions.



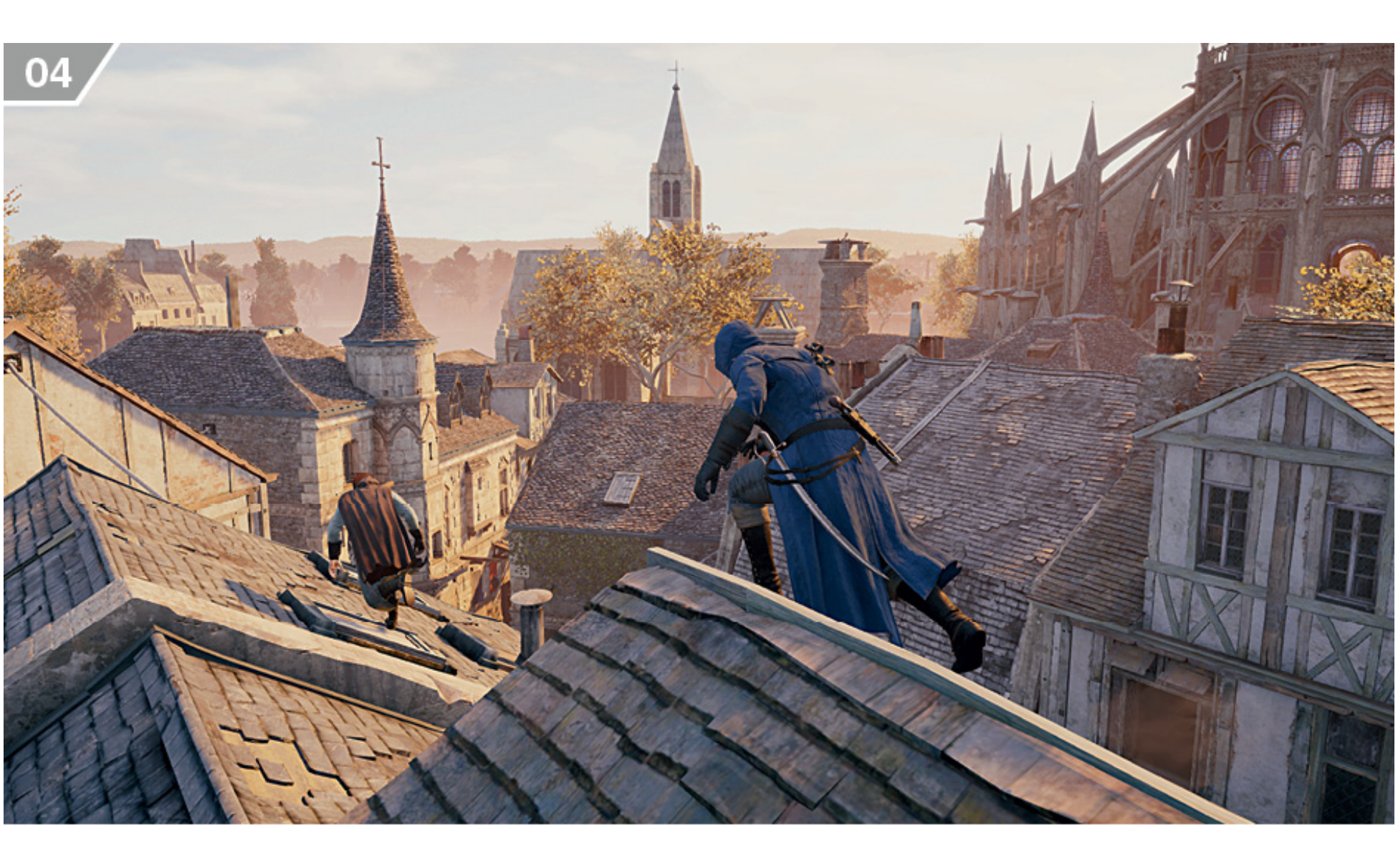
From your position on the rooftop, study the area below. Your objective here is to eliminate the trio of guards. Since you are given an optional Challenge to kill three enemies from cover positions, this makes this trio perfect targets (though you can choose to fulfill the Challenge at any point before the end of the mission instead). To perform a cover assassination, lock onto a surface with ⓧ / Ⓐ, then press ▢ / Ⓧ for a deadly strike on any target within range. You can engineer these scenarios with astute use of the Last Known Position system, luring suspicious guards to their deaths. The Challenge is not failed if Arno is detected: if you run from your assailants and turn a corner, moving out of sight, you can quickly lock to the surface (ⓧ / Ⓐ) and eliminate a pursuer as they run within range. Once all three guards are dead, approach the alarm bell and press ◎ / Ⓑ to sabotage it.



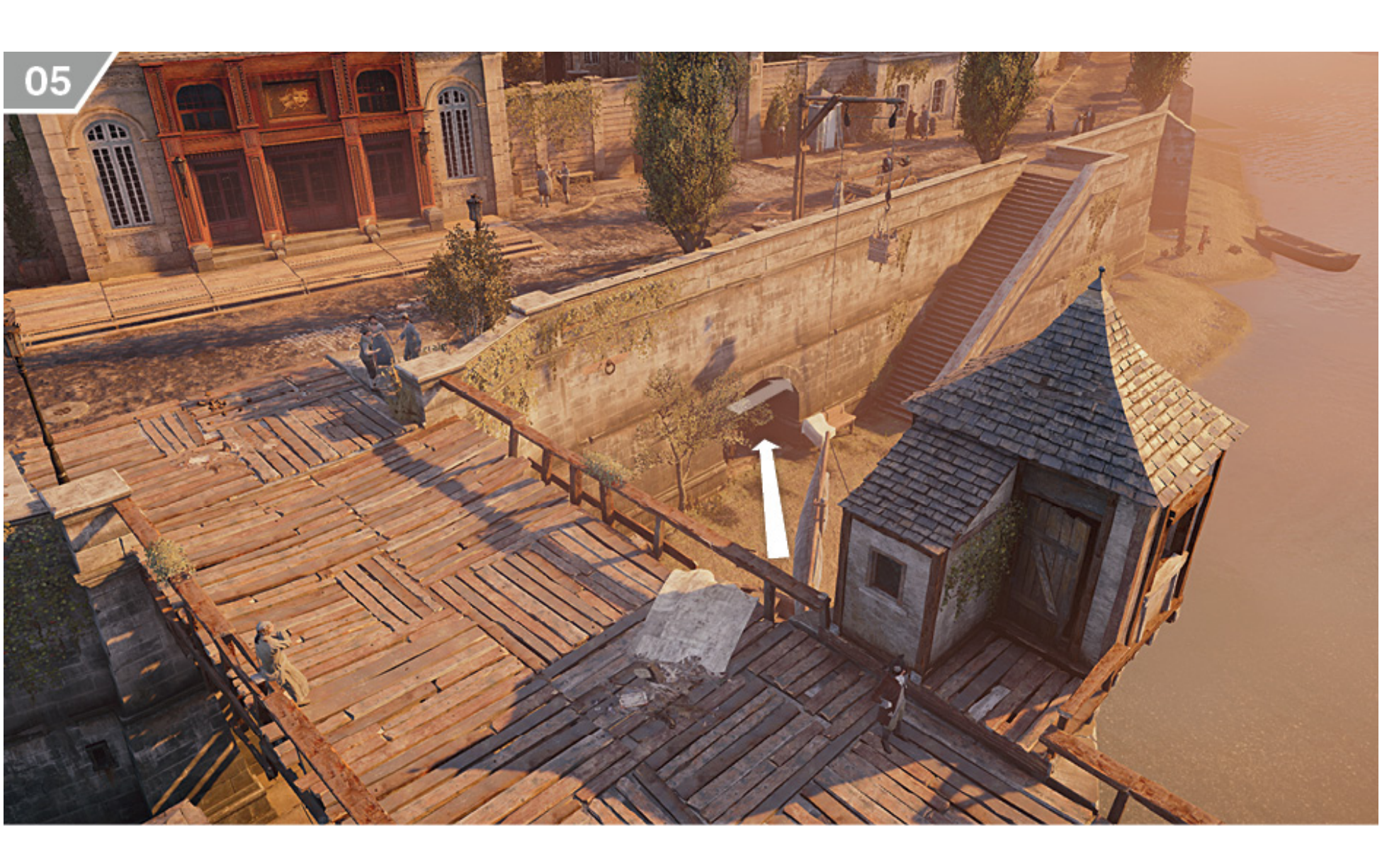
Assassinate the target as directed, then collect the evidence from the body with ◎ / Ⓑ. When soldiers pour into the area, quickly drop a Smoke Bomb and follow Bellec's lead in the ensuing escape: scale the wall and pass through the building, then return to street level when he does. The second Challenge of this mission (to keep up with the Assassin as you leave the highlighted area and then travel to the Brotherhood Sanctuary) becomes active at this stage, but staying within range is easy enough at first.



Complete the brief tutorial on throwing Smoke Bombs (hold R1 / RB, aim with Ⓡ, release R1 / RB to throw), then step forward and assassinate the man on the left; Bellec will deal with his companion. If you are missing a cover assassination for the first Challenge, you can secure a kill here by locking to cover before you dispatch the man standing watch. The next part of the journey takes place on foot. Pay potential aggressors a wide berth as you follow Bellec.



When Bellec climbs to the rooftops, the journey becomes a little more complicated. You can greatly simplify the process of keeping up with him (and therefore completing the Challenge) by remaining on top of the buildings: when he passes through windows or otherwise takes a complicated route, always look for an easier way to keep up with him.



Should you lose track of Bellec, a waypoint for the Sanctuary will appear instead. When you arrive at the riverside (either with the Assassin or trailing far behind), go through the opening shown here and turn right to find a door. Press ◎ / Ⓑ to enter, then head for the waypoint inside to complete the Memory.

Memory 02/"Confession"

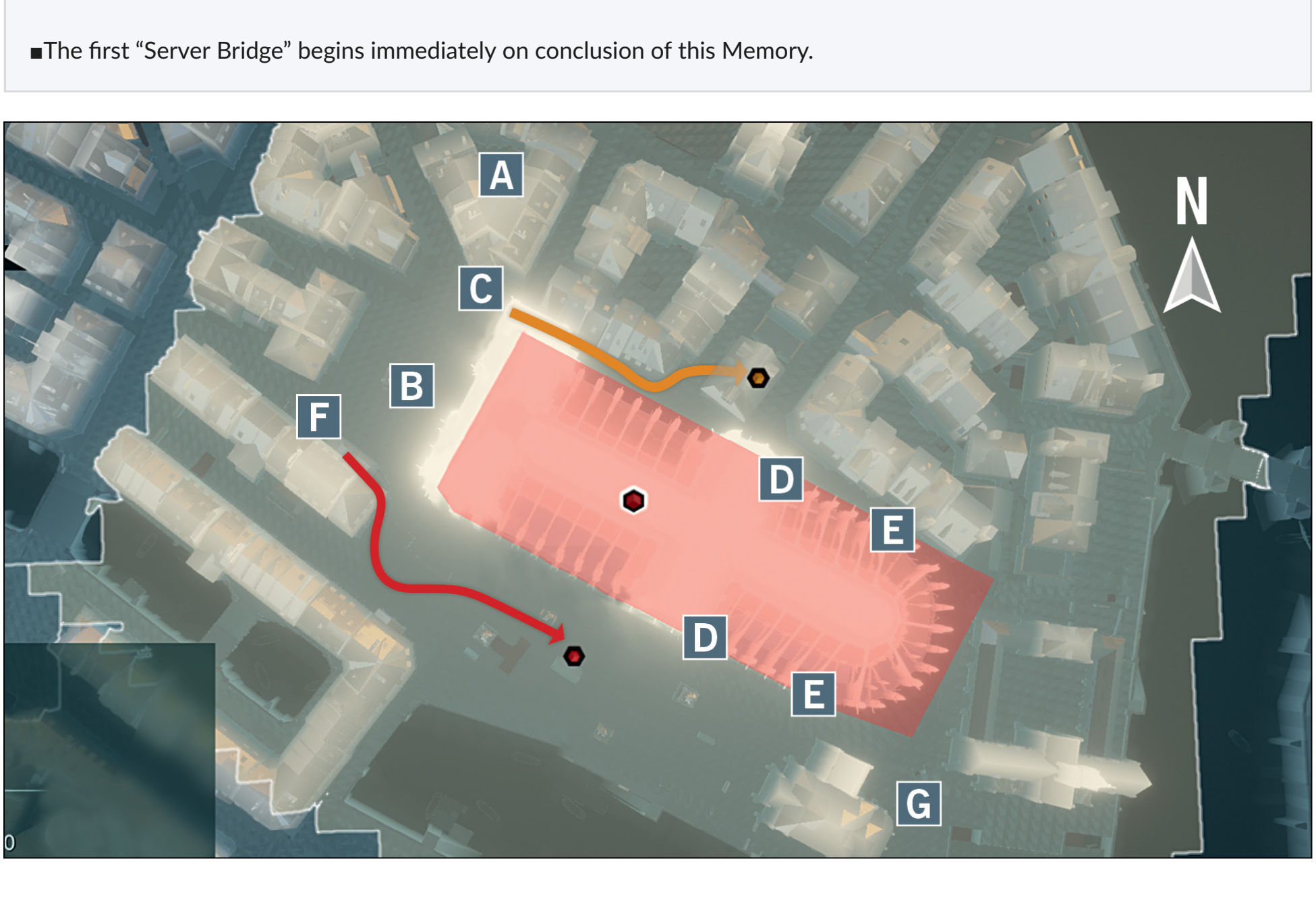
Mission Overview

Challenges

- Two kills from hiding spots: see 08 (overleaf).
- Don't trigger any alarms: see 06 (overleaf).

Notes & Further Reading

- The walkthrough overleaf and the overview map below offer a step-by-step guide to an optimal assassination where you also complete the mission's two Challenges. There are many other ways to kill Sivert, and you can replay the mission at any time. Feel free to experiment, and make sure you study the map.
- The first "Server Bridge" begins immediately on conclusion of this Memory.



A Arno's start position. There are many ways to complete this open-ended mission, and this annotated map highlights some of the main approaches you can choose.

B A frontal assault on the heavily guarded entrance is a foolhardy (and, most likely, suicidal) course of action. Though Sivert is not too far inside, Arno will surrender the element of surprise and likely be cut down before he can weaken the Templar for the (mandatory) Hidden Blade kill.

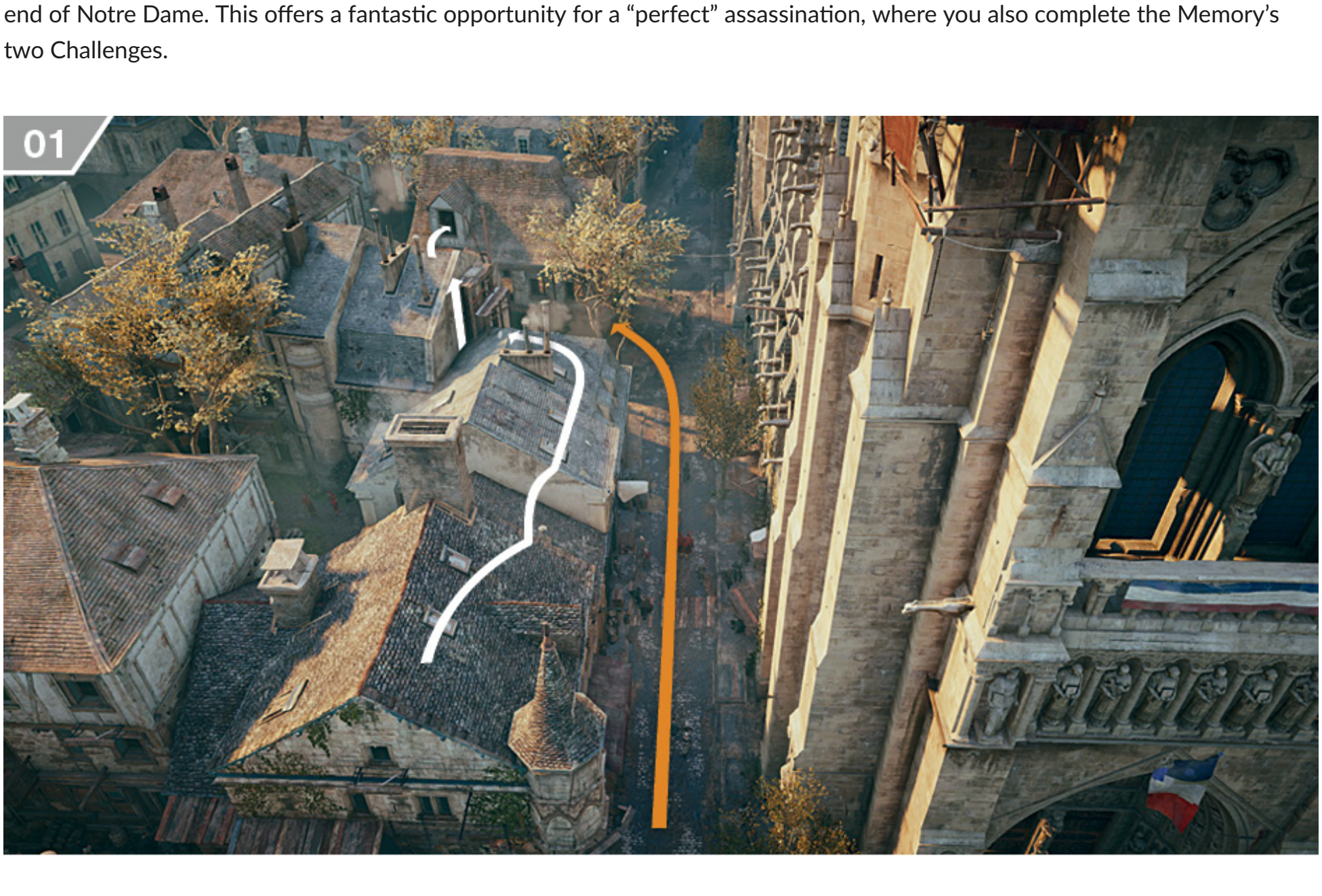
C Two thugs carrying keys stolen from a Notre Dame priest (as alluded to by the opening cinematic) begin in this position, then walk along Notre Dame and enter a building. You can fight them to gain the keys… or wait until a simple pickpocket opportunity arises once they come to a stop, as marked on our map.

D If you have the keys from the thugs, you can unlock either of the two windows marked in this position to gain entrance to Notre Dame – or, of greater utility, an easy escape after the deed has been done. This is the quickest way to reach Sivert without raising the alarm before you strike.

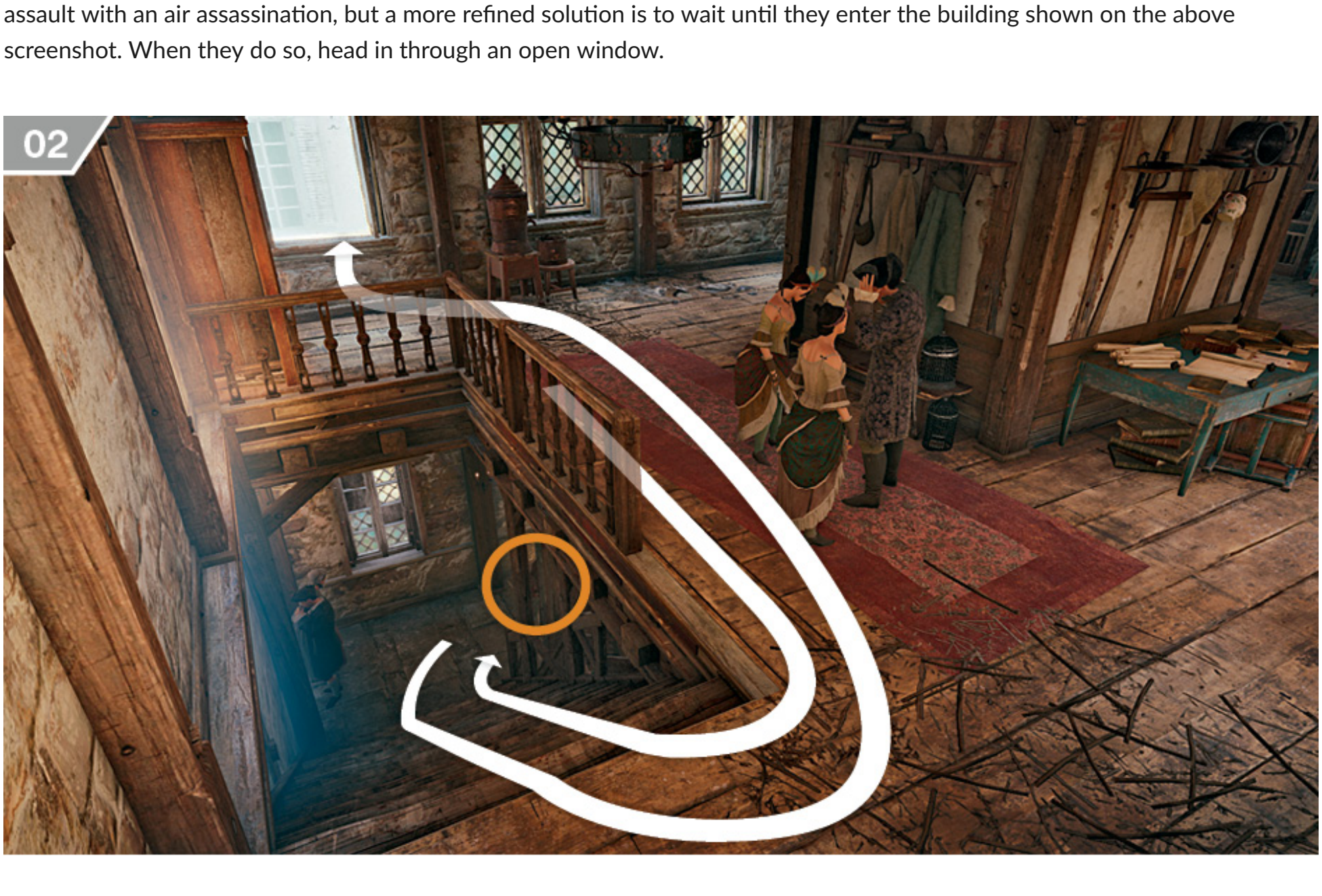
E There are two open (and unguarded) windows in these positions.

F Sivert's associate Duchesneau begins in this position, but will walk away and enter the nearby (guarded) graveyard for a meeting with a priest when Arno approaches him, as highlighted on our map. Killing Duchesneau is a compulsory step if you wish to perform this mission's "signature" assassination. If you lose Duchesneau after his meeting with the priest, he walks a long patrol route that goes all the way around the cathedral, and then repeats this loop.

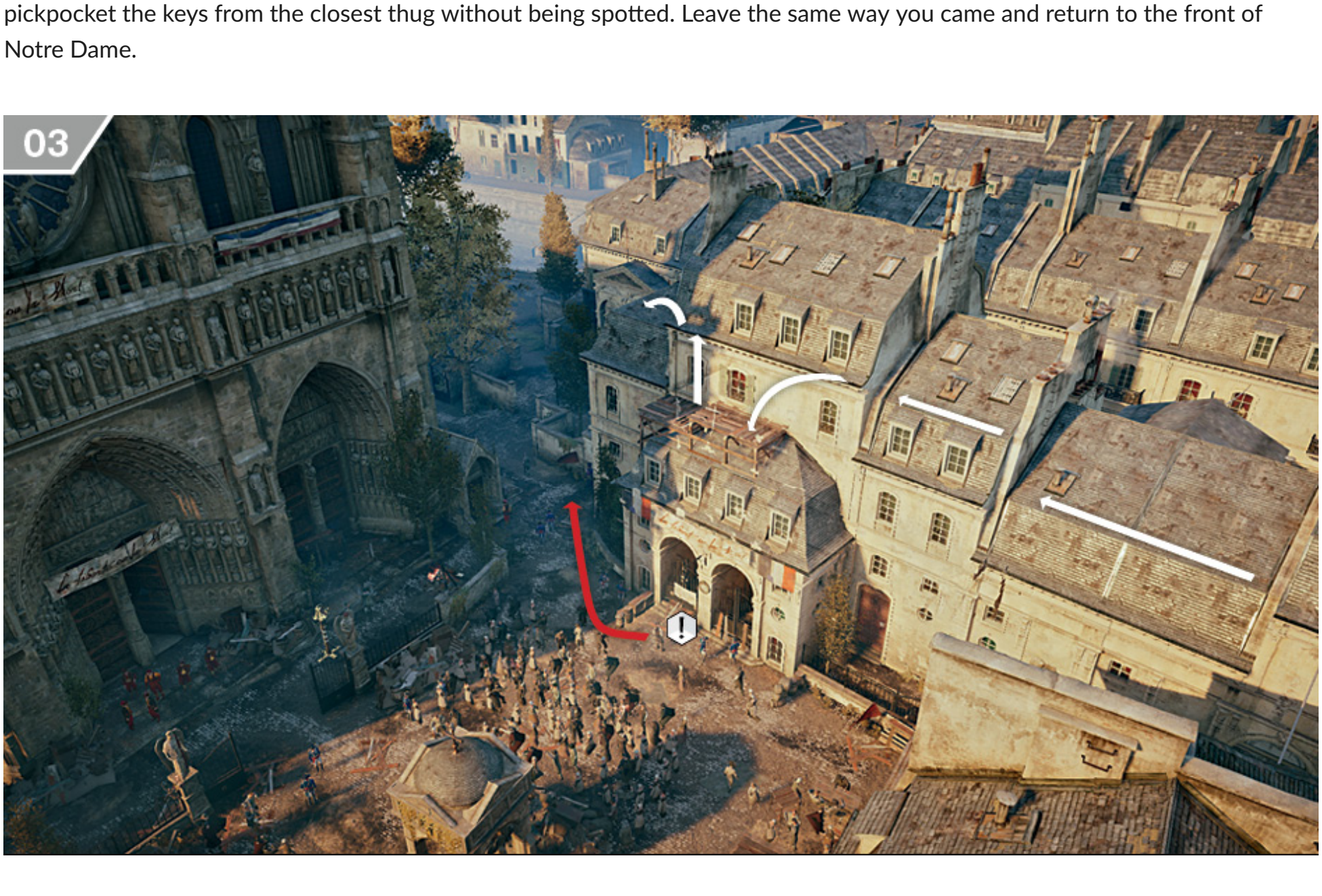
G A sewer access at this position leads to a secret underground entrance (take the first left in the tunnel) to the southeast end of Notre Dame. This offers a fantastic opportunity for a "perfect" assassination, where you also complete the Memory's two Challenges.



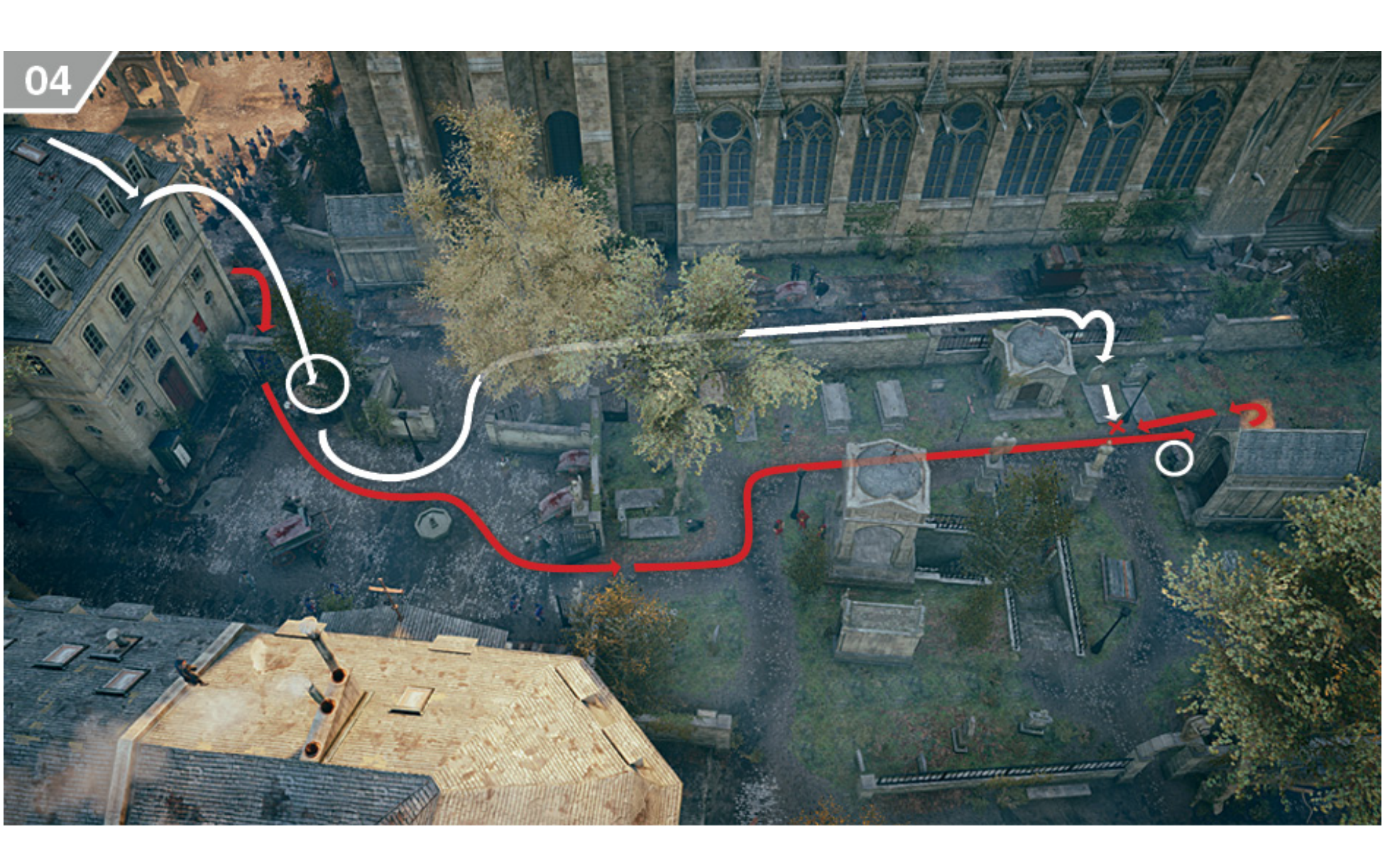
The first step is to appropriate the stolen Notre Dame keys from the group of thugs. Though not strictly essential, this will later provide you with the cleanest and quickest way to leave once Sivert is dead. From your starting position, use Eagle Vision to identify them on the street below, then follow them via the rooftops. You can fight them for the keys if you wish, starting your assault with an air assassination, but a more refined solution is to wait until they enter the building shown on the above screenshot. When they do so, head in through an open window.



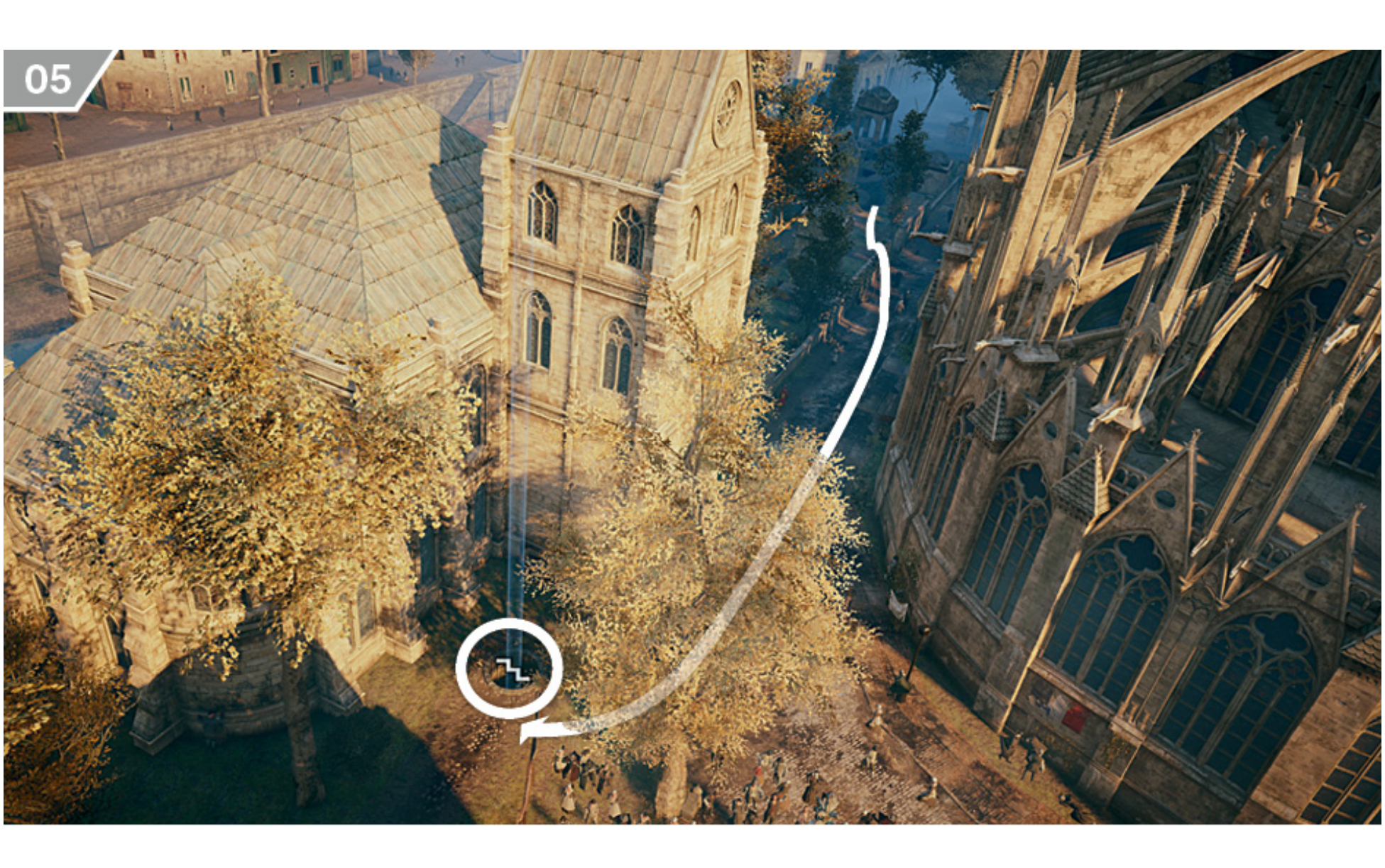
Reach the stairs shown here and use Stealth Mode to sneak down. With careful positioning, you can hold ◎ / Ⓑ to pickpocket the keys from the closest thug without being spotted. Leave the same way you came and return to the front of Notre Dame.



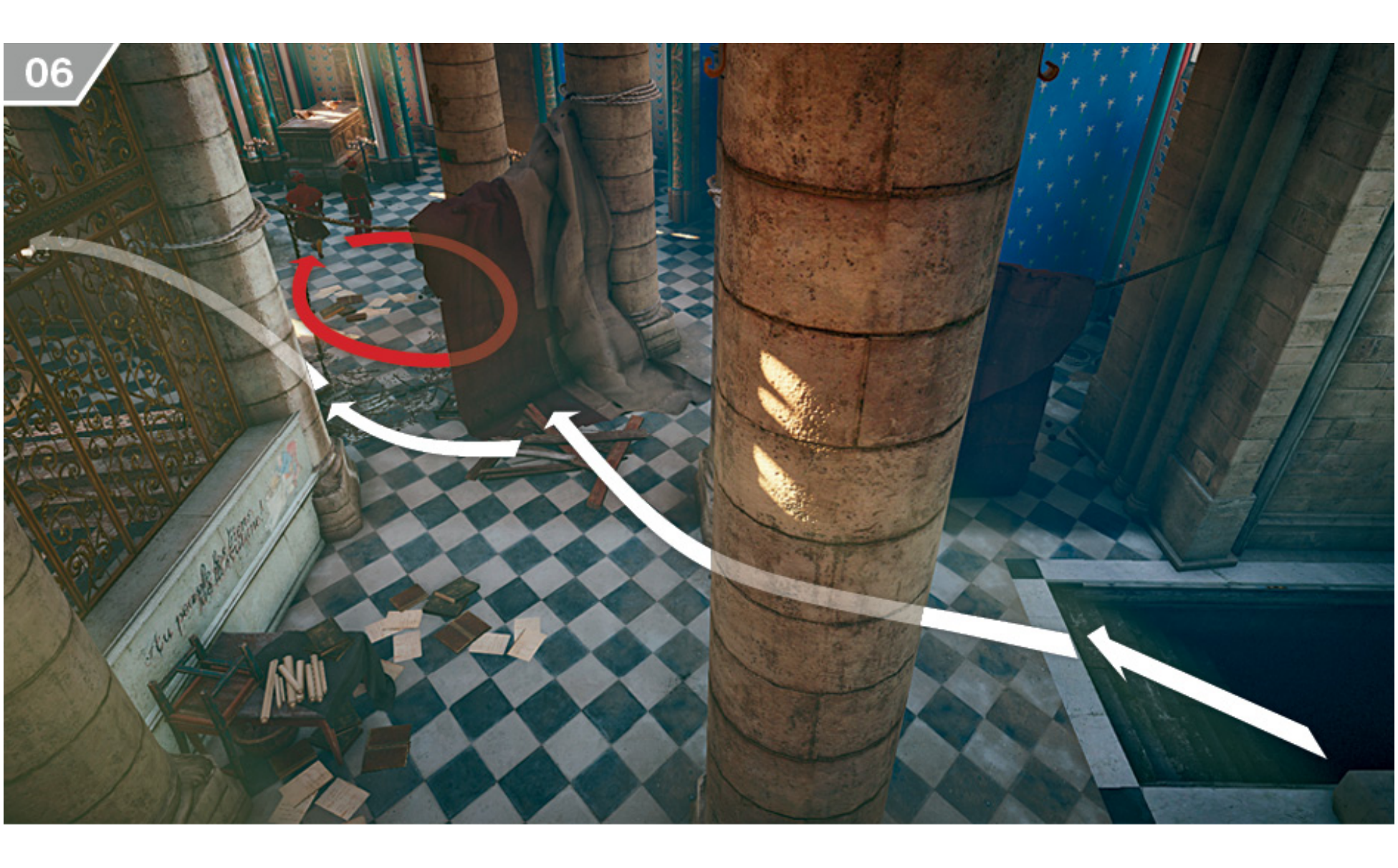
The second step is to eliminate Duchesneau, which triggers the availability of this mission's unique kill opportunity. To avoid detection, it makes sense to climb to the rooftops and approach him from above. When you move close to his position, he will then walk to the graveyard to the northeast.



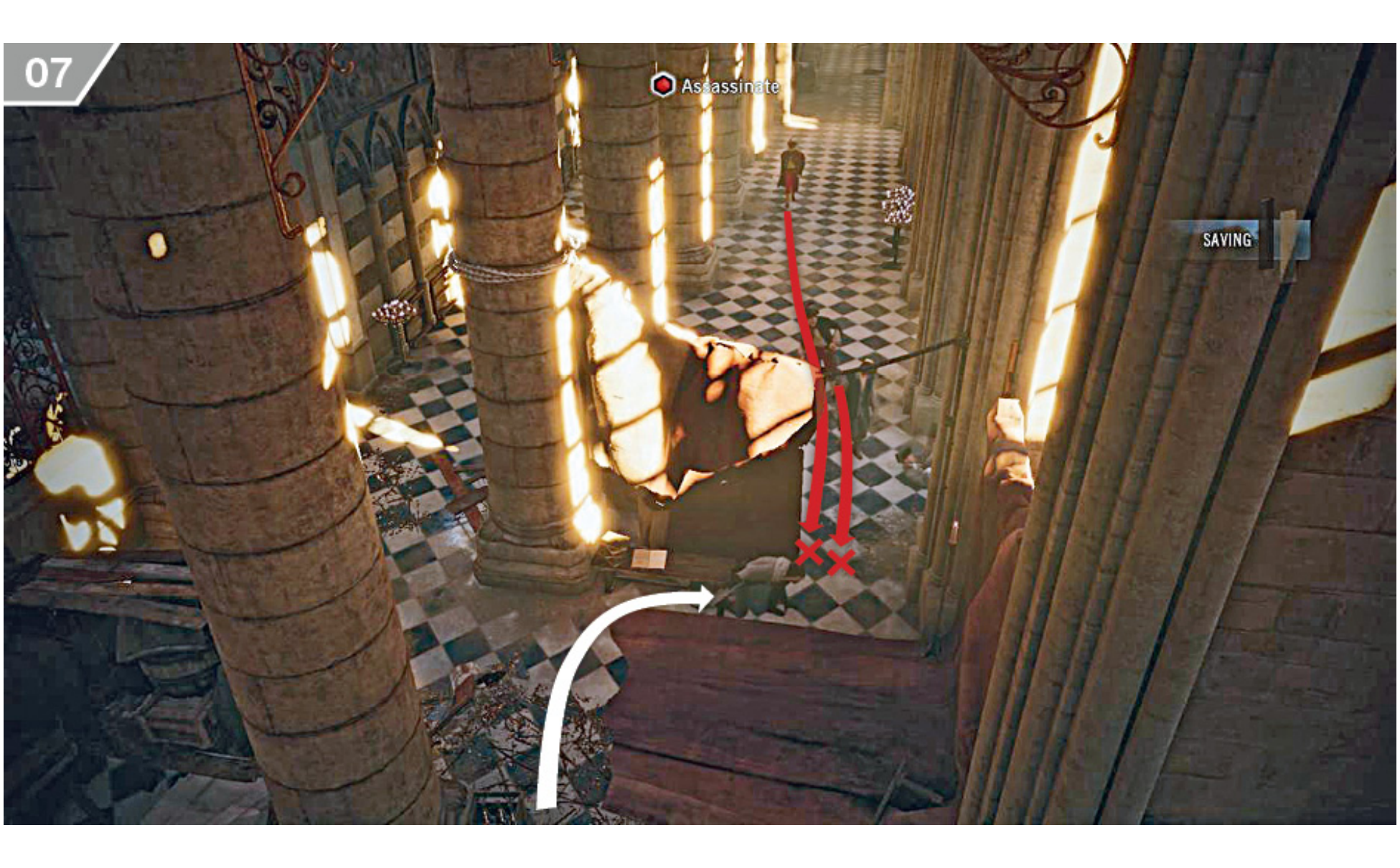
If you are quick and purposeful, you can perform a Leap of Faith into the hay cart highlighted on this screenshot and assassinate Duchesneau as he walks past. If you miss this window of opportunity, there is a second chance inside the graveyard after his meeting with a priest. Climb down and approach via the street to avoid Extremists, take up position behind the barrels when your target moves behind the crypt, then perform a cover assassination as he backtracks towards you.



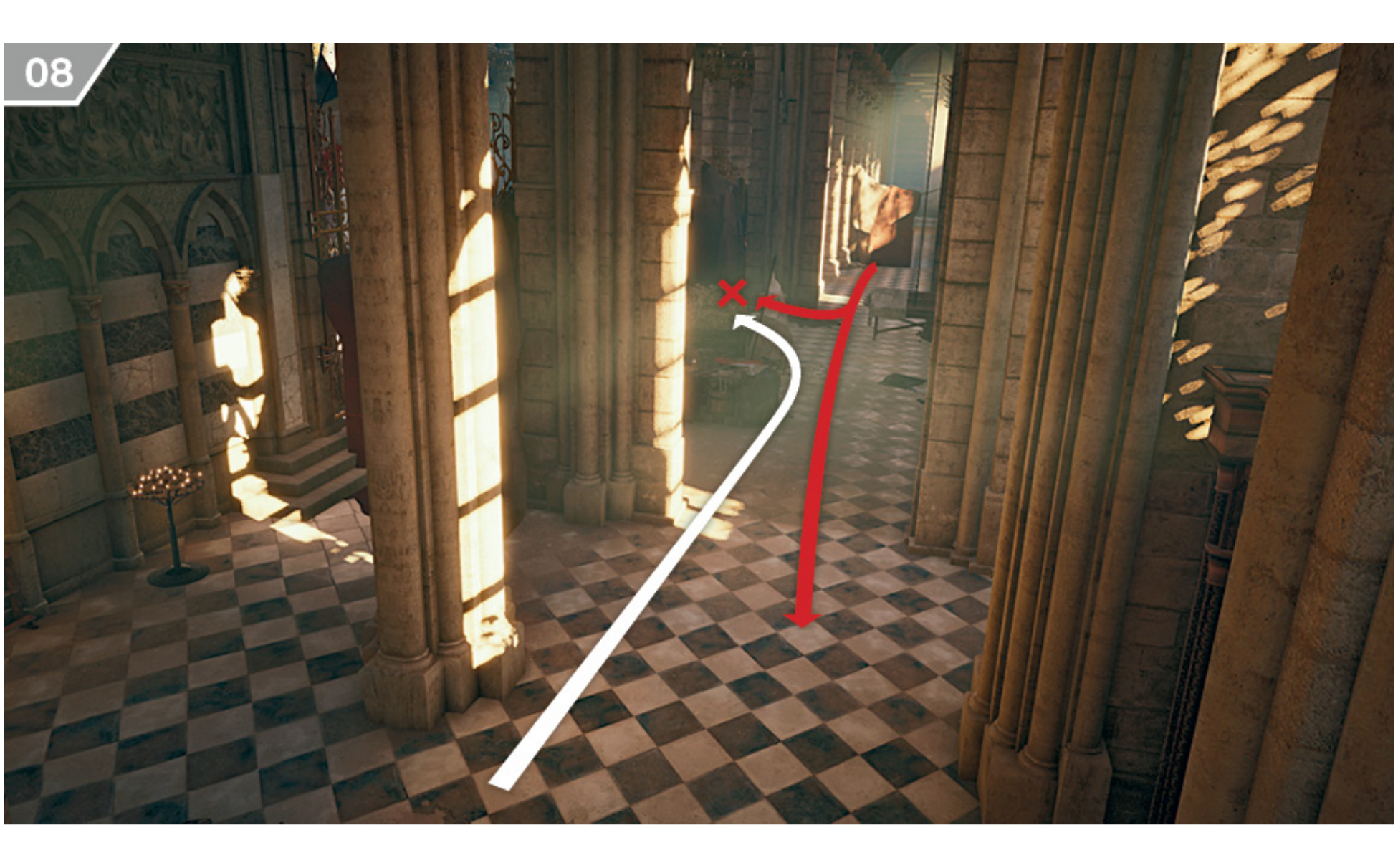
Follow the street that runs alongside the graveyard to the southeast (sprint to avoid the Extremists near the end) and locate the sewer entrance highlighted on the above screenshot. Climb down the ladder, then follow the tunnel until you reach an opening to your left. Go through, then climb the first set of steps. Approach the button on the wall and press ◎ / Ⓑ to open the secret Notre Dame entrance above the next set of steps. Use Stealth Mode when you reach the top.



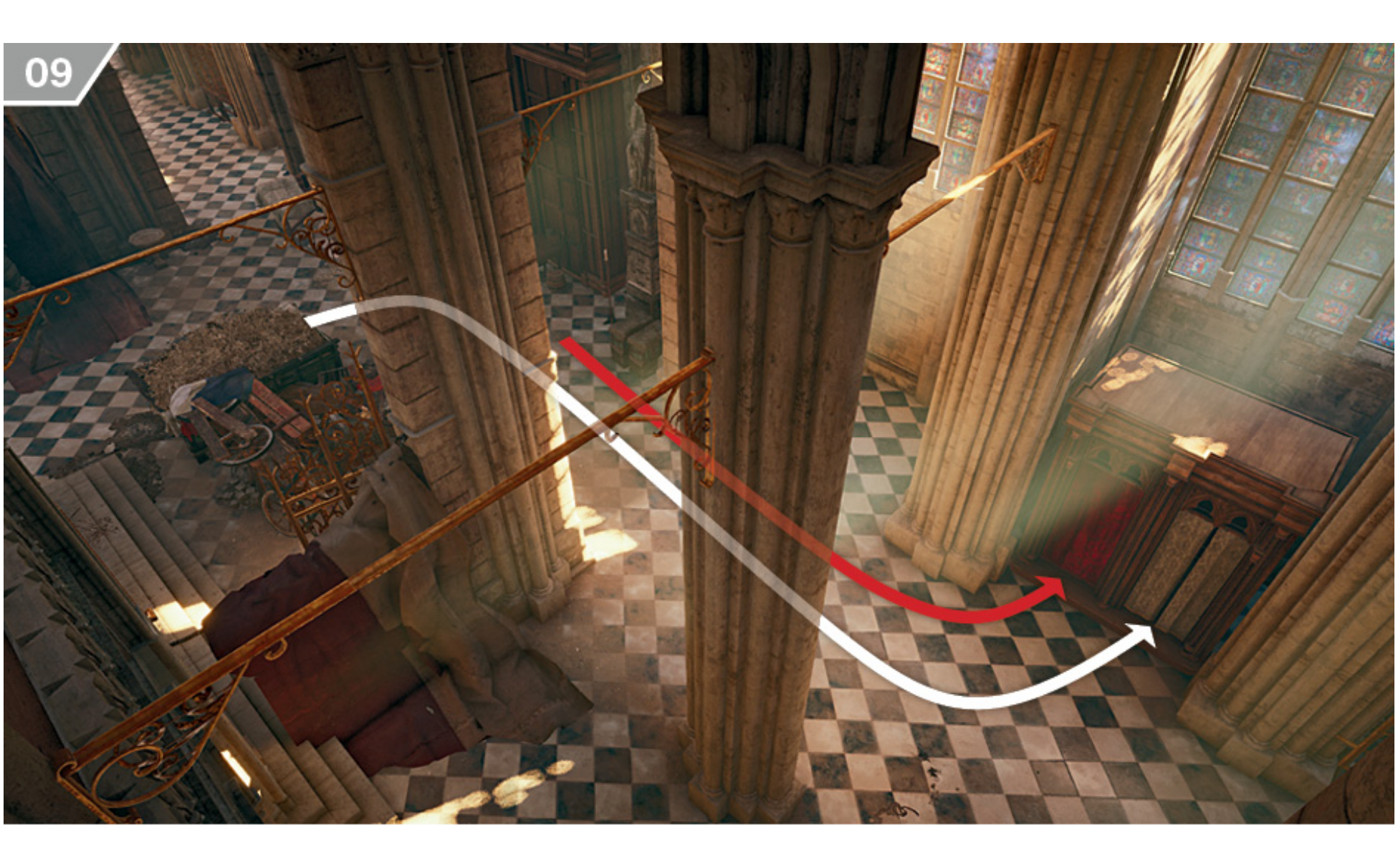
Both Challenges become active once you enter Notre Dame. You need to slip by two guards at the rear of the cathedral to reach the area where the mission-critical confessional (marked by the icon) can be found. One guard is stationary, while the other makes short identical patrols at regular intervals. Wait until both are facing away, then sneak past them. There is an easy hiding-spot assassination opportunity here, but you will have another two very shortly.



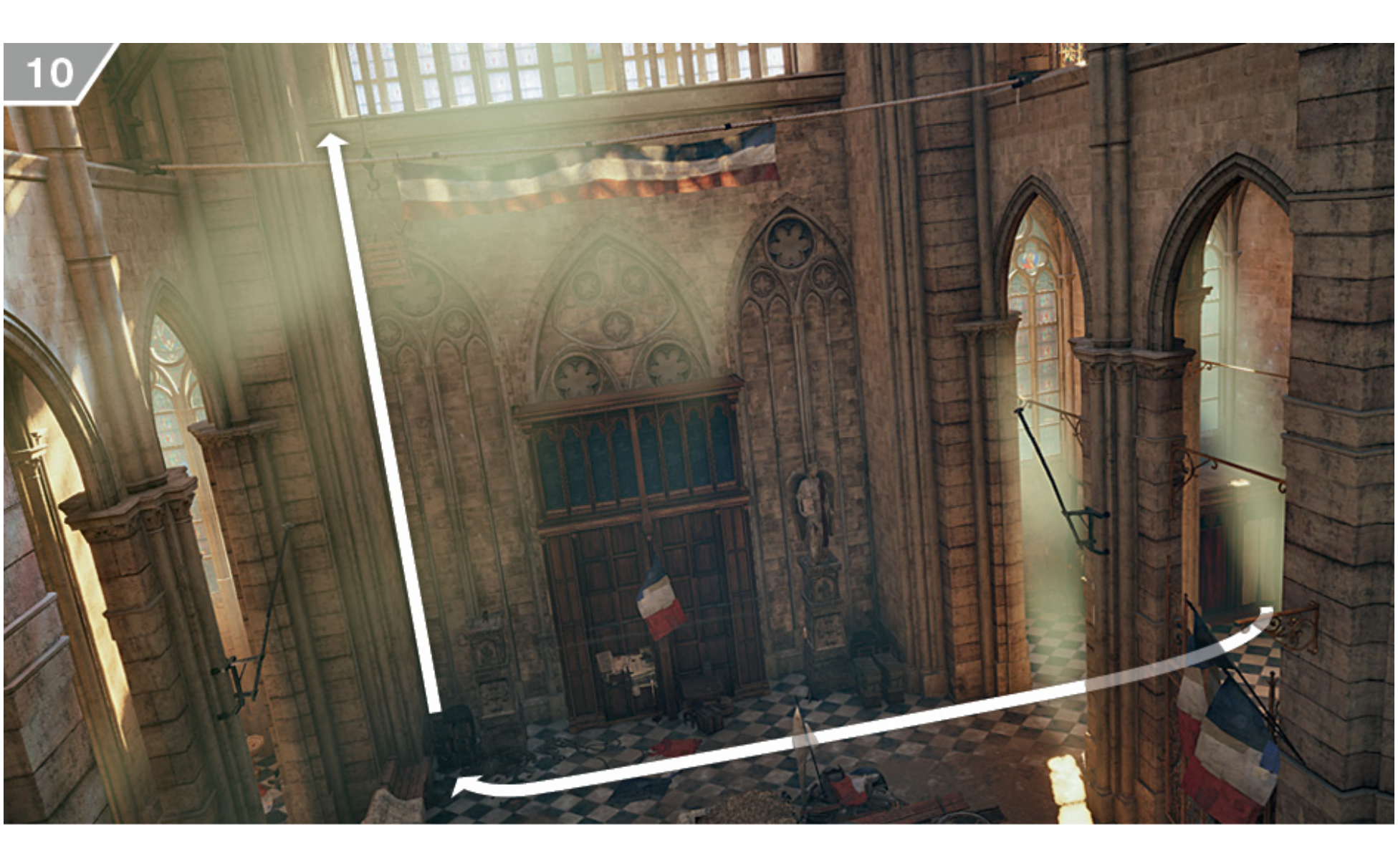
There are two guards in the confessional area that you must eliminate prior to Sivert's arrival. Use the Last Known Position feature to lure each of them separately to the positions shown here, then perform cover assassinations when they move within range.



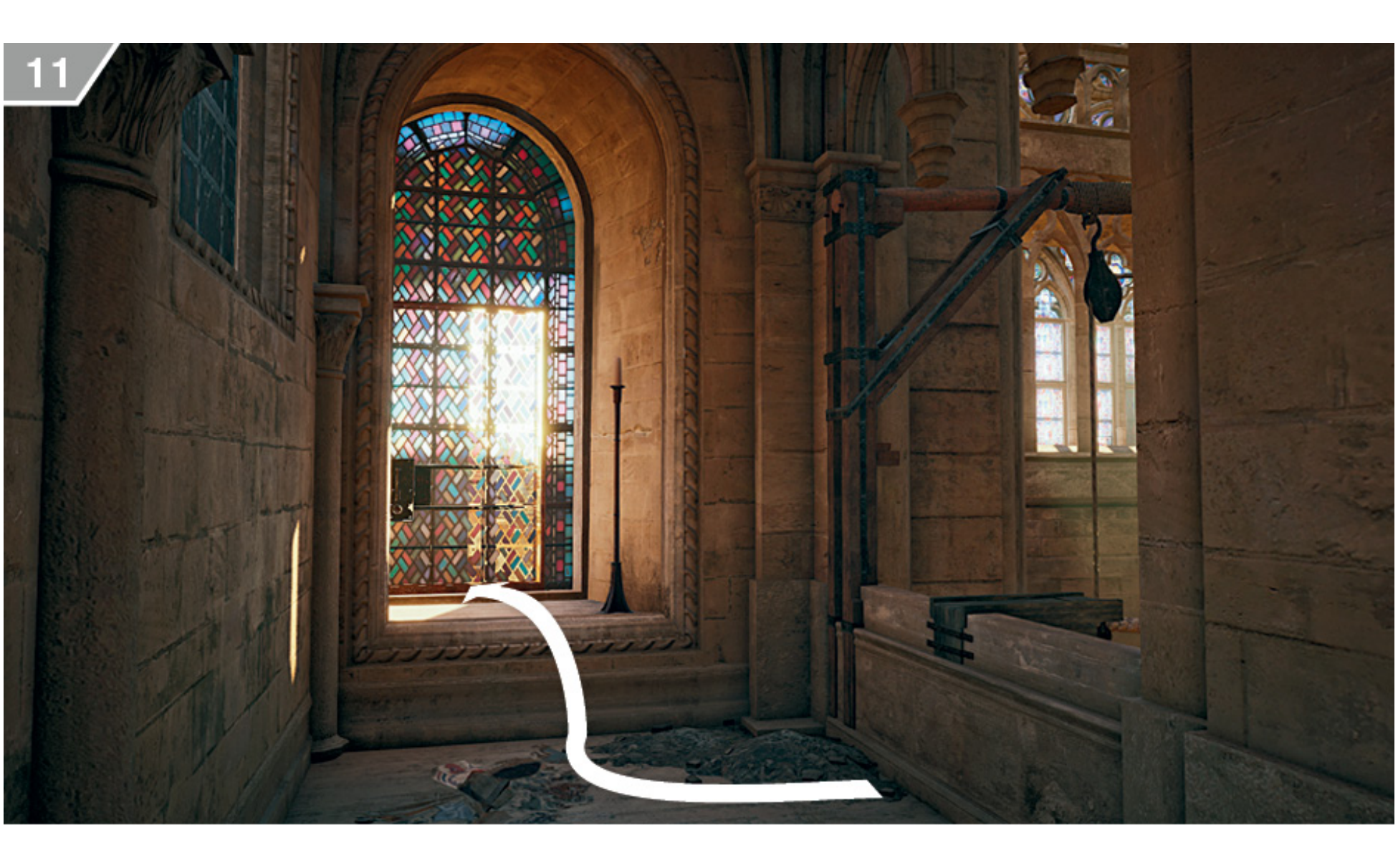
Don't enter the confessional just yet: there's one last loose end to tie up beforehand. Walk to the nearby hay cart and identify Sivert with Eagle Vision to initiate his patrol. As soon as he starts moving, hide in the hay cart. One of his bodyguards will break off and walk past the cart. When he moves within range, press ▢ / Ⓧ to complete the first hiding place assassination for the related Challenge.



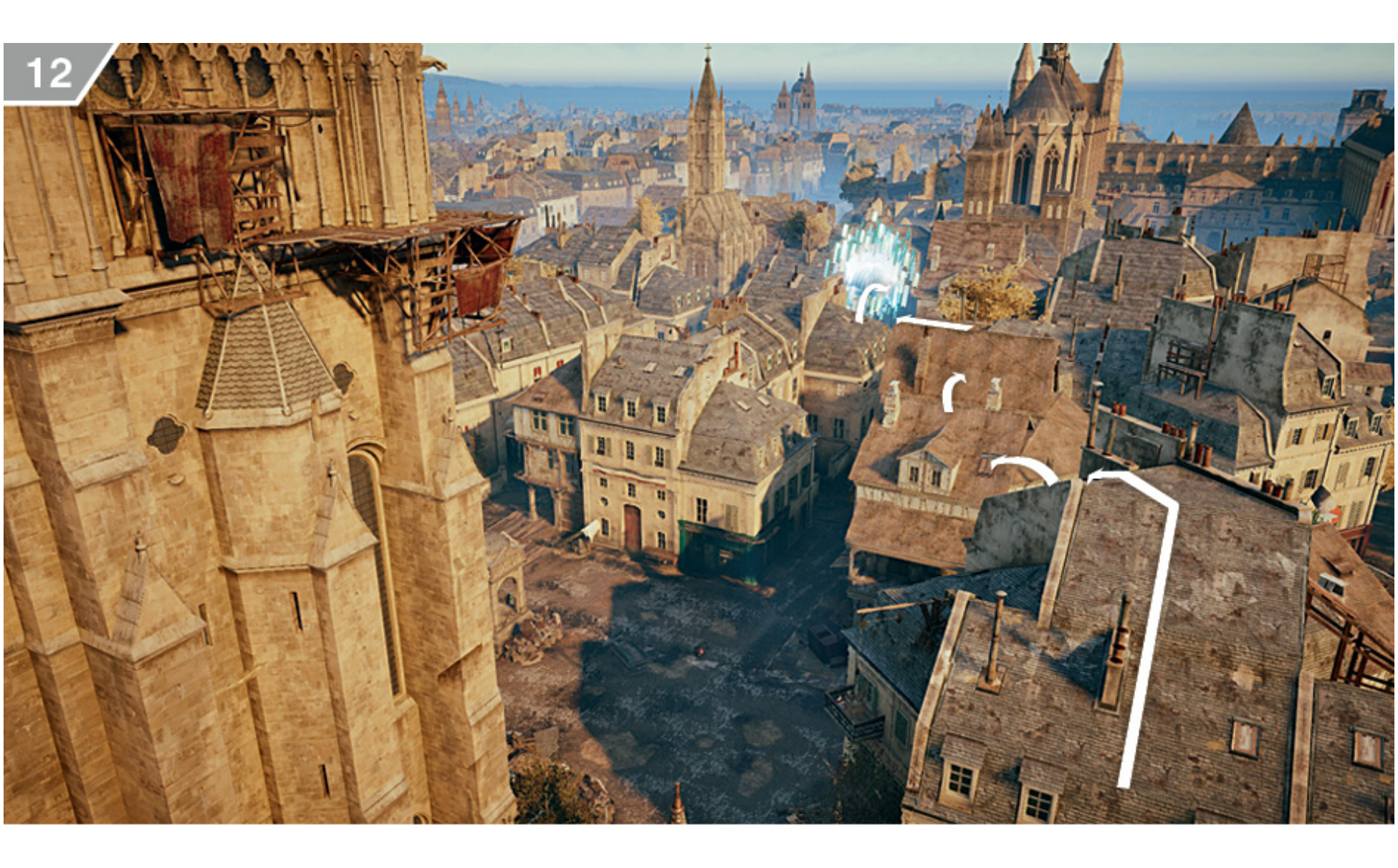
Wait until Sivert is inside the confessional, then – using Stealth Mode to avoid disturbing his guard – enter the booth on the right to trigger a cinematic. You can perform the unique kill as soon as the ▢ / Ⓧ prompt appears at the center of the screen, though you can wait to hear the conversation play out before you strike. Don't delay too long, though – if you do, Sivert will leave the confessional and the unique kill opportunity will be lost. Killing Sivert in this fashion completes the Kills from Hiding Spots Challenge.



Use the lift close to the hay cart to reach the upper balcony.



At the top, turn right and unlock the exit with the keys you secured at the start of the mission. (If you do not have these keys, note that you will need a "Locksmith" skill to pick the lock.) Outside, use the nearby ropes to reach an adjacent building and leave the highlighted area.

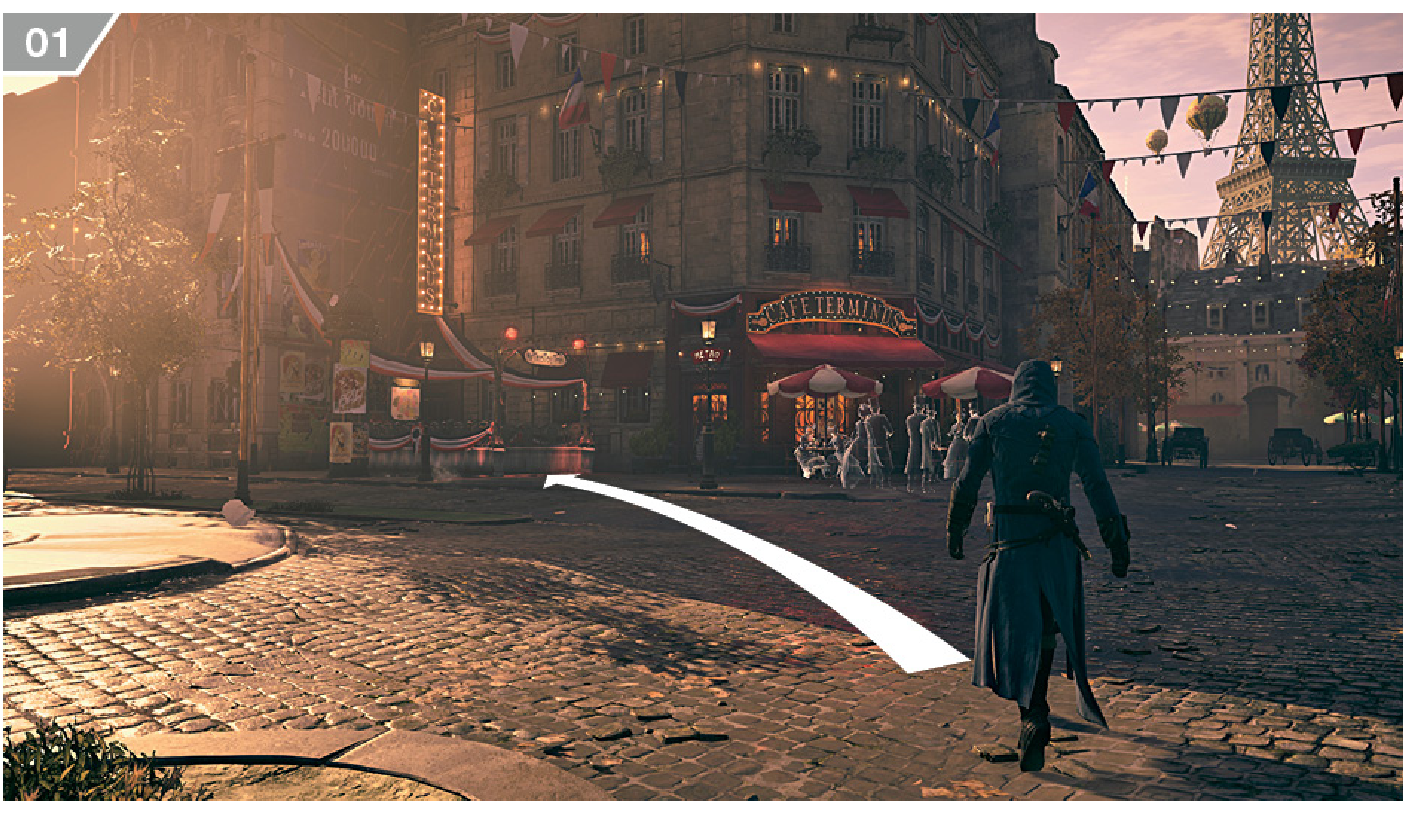


After the post-Memory stats screen, the first Server Bridge event occurs. When you regain full control of Arno, head for the portal at the ⬢ waypoint marker and leap through it before the "sweep" reaches your position.

Walkthrough

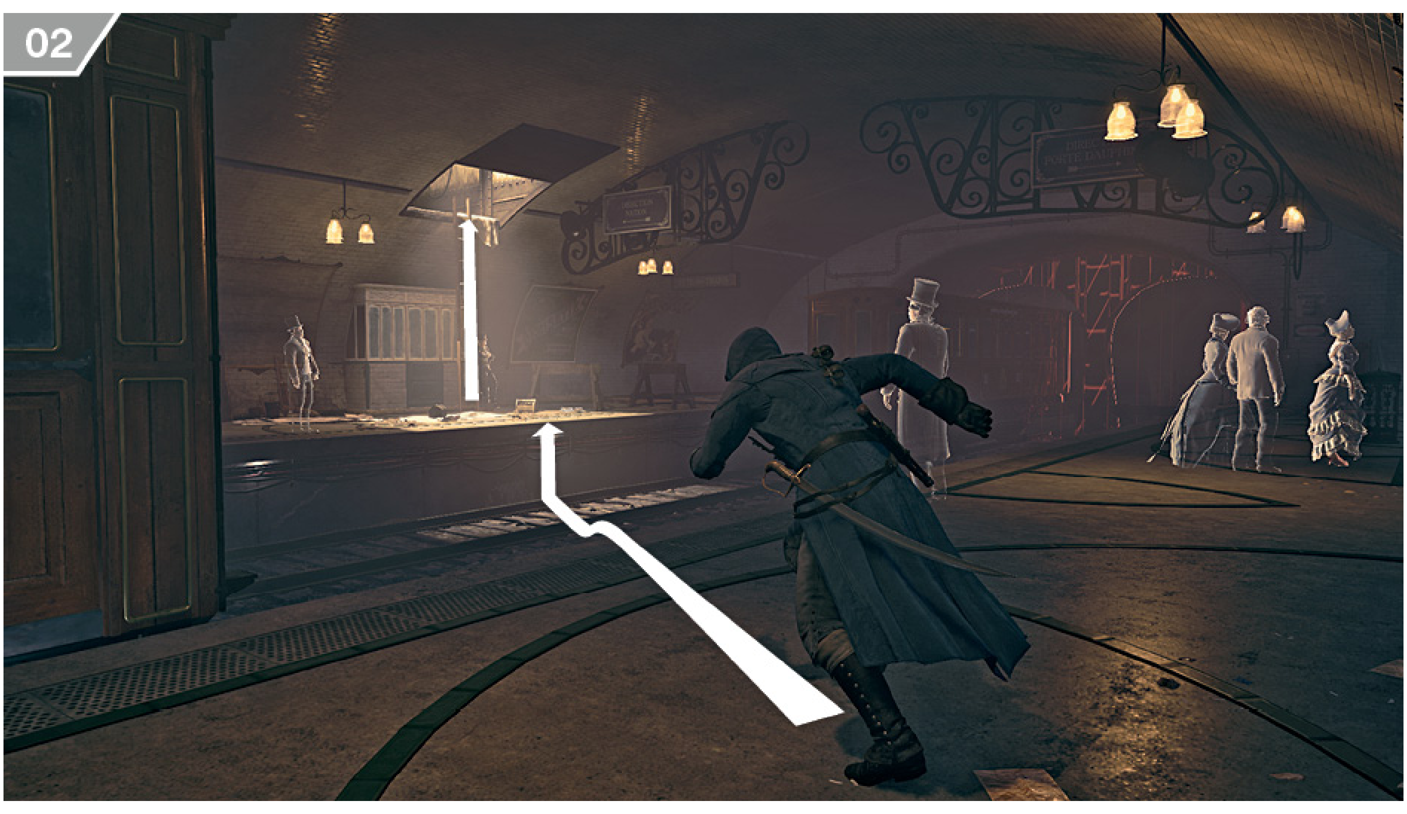
Server Bridge: Paris 1898

01



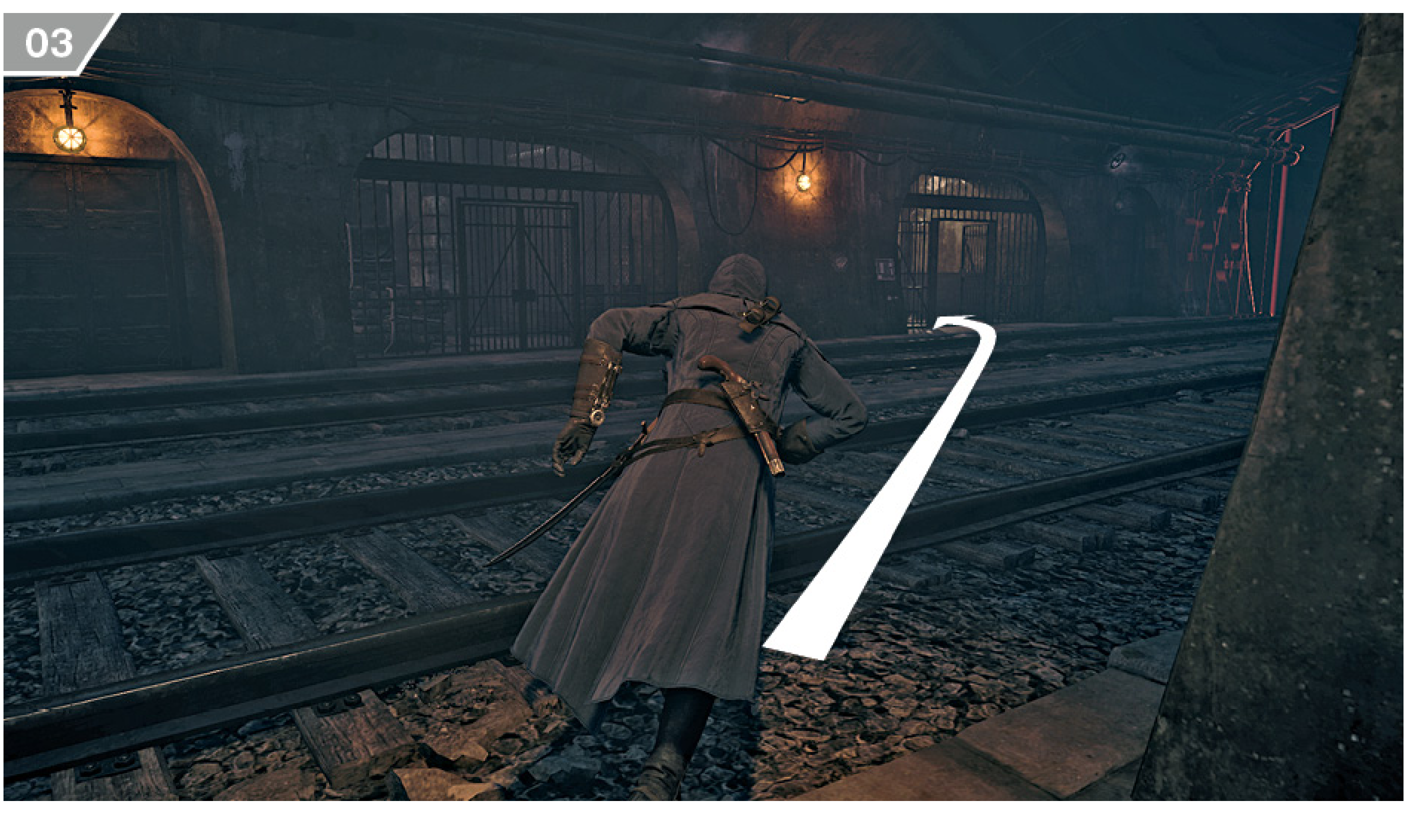
Walk along the alleyway until you reach a main intersection with a striking view of the Eiffel Tower. Feel free to take in the sights, but be warned: the simulation breaks down after a short period of time. Go down the subway entrance steps to the left of the café.

02



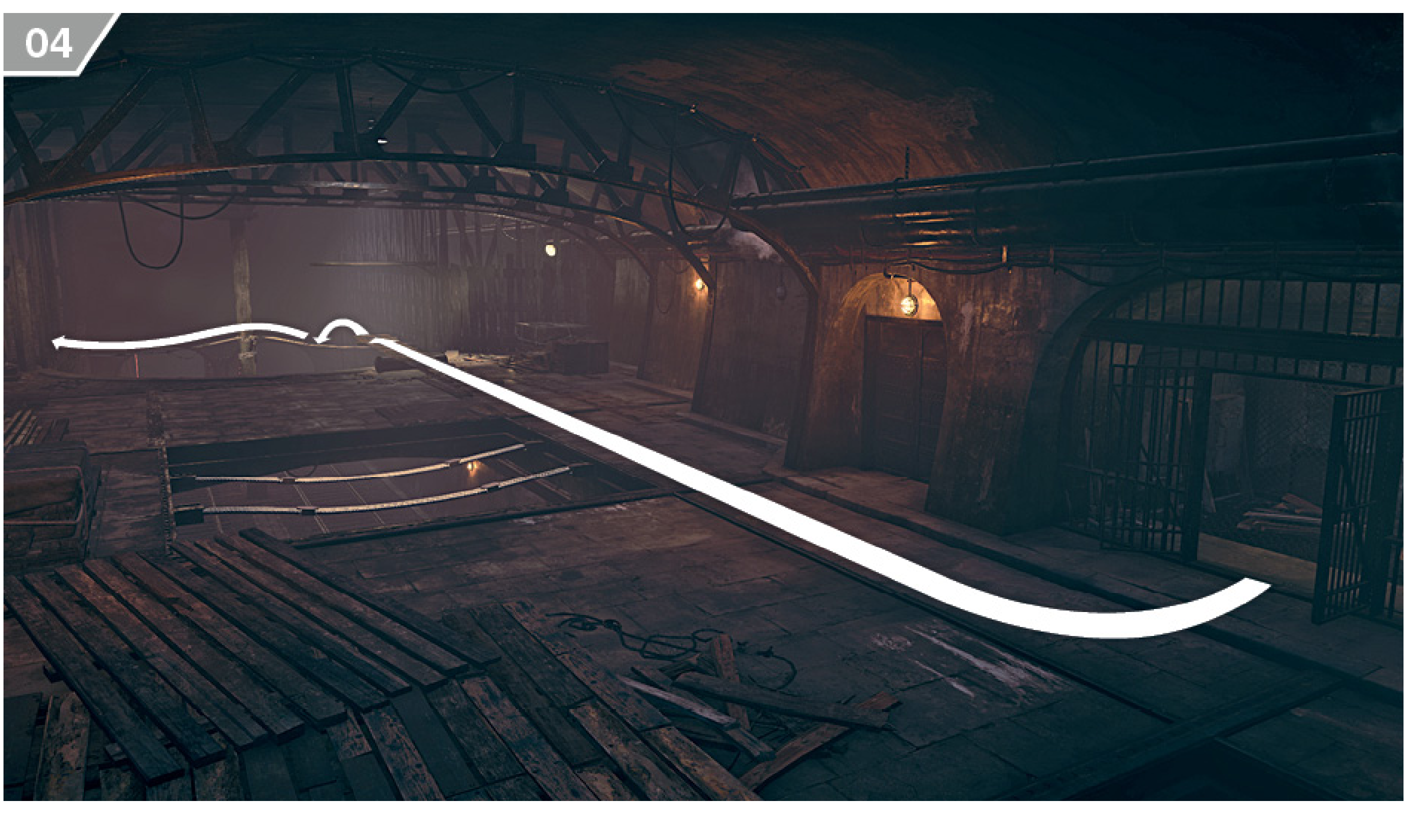
At the platform, cross the tracks and climb the ladder on the opposite side.

03



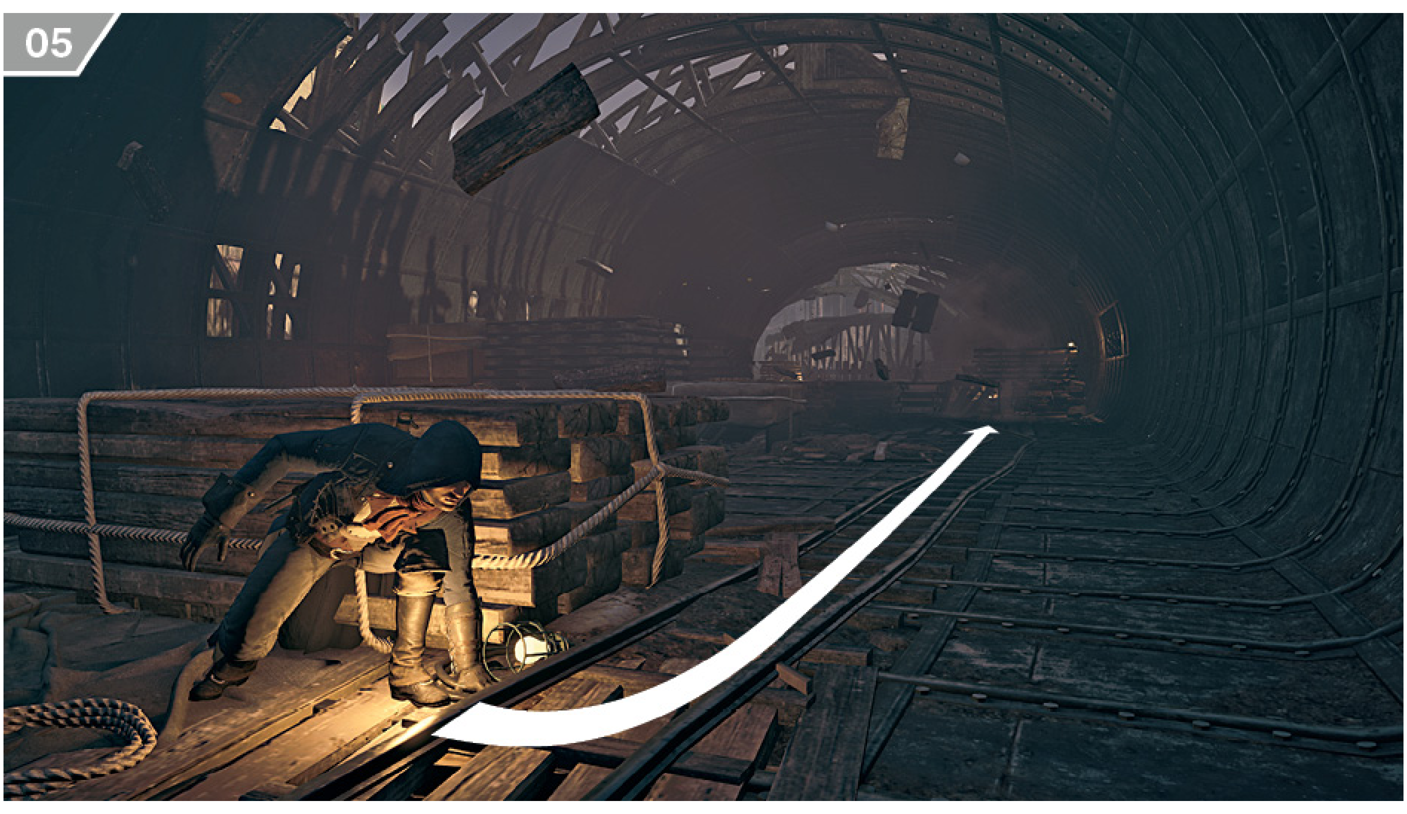
Follow the linear pathway (including a little light free running) until a train streaks past as you approach two sets of tracks. You can then go through the entrance to the right and climb the wall inside.

04



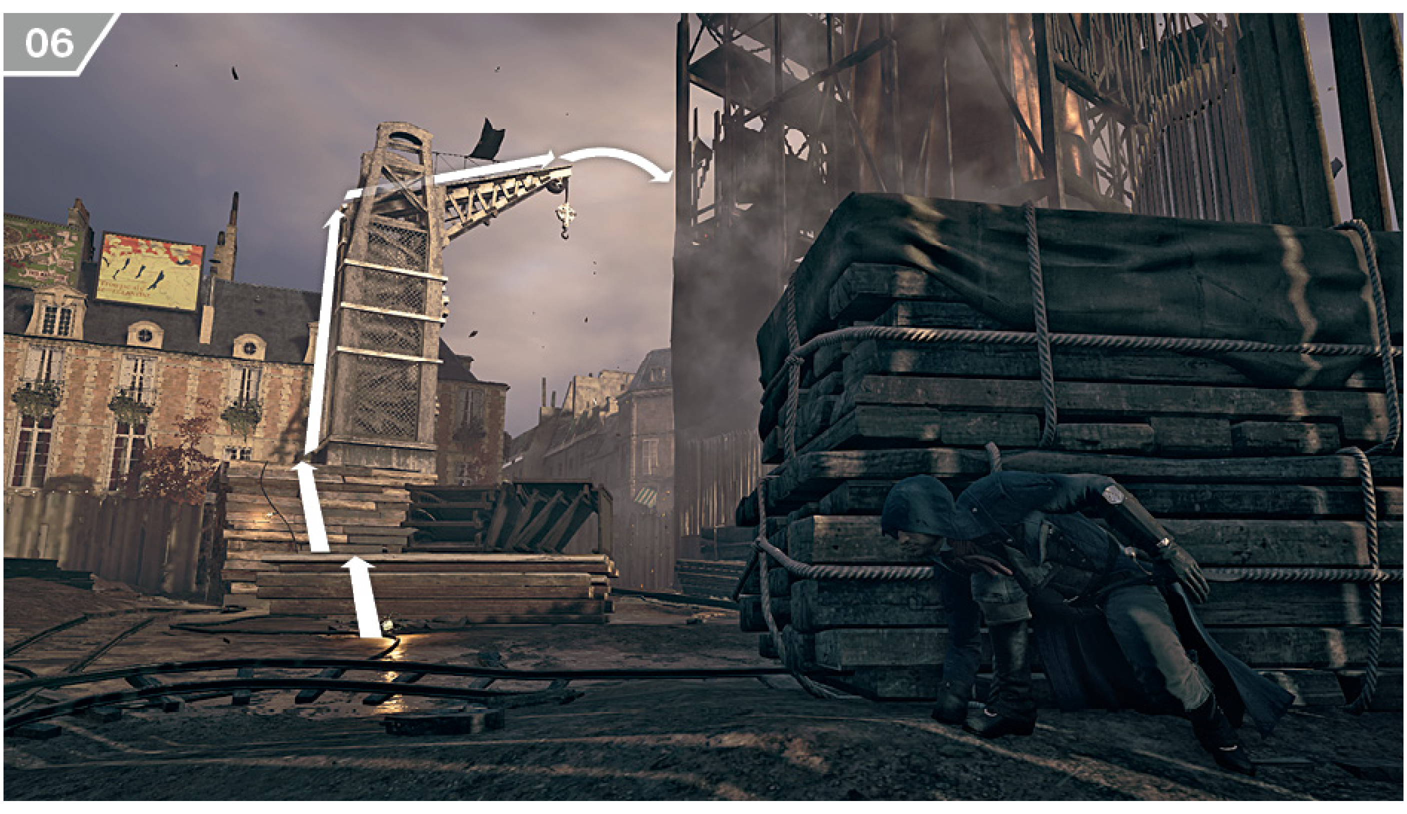
On the upper level, turn right and follow the route shown on the screenshot above to reach another linear free run course. When a cutscene introduces an onrushing train, negotiate the obstacles in your path to escape it. As you may have noticed by now, holding ◎ / Ⓑ to slide under or vault over low obstructions while running can be extremely useful.

05



After escaping the train, go through the illuminated doorway and ride the lift to the surface. In this next section, instability in the Animus simulation causes regular bursts of gale-force winds that hurl debris in your direction. Whenever this happens, lock to the closest piece of cover with ⊗ / Ⓐ and wait until the gusts subside, as shown here.

06



When you reach this position, wait for a lull in the storm and climb the crane to reach the scaffolding surrounding the Statue of Liberty. With the wind now more of a spectacle than a danger, you can follow the clockwise course to reach a lift rope on the upper level. Run into this to enter the portal and escape the Server Bridge.

Walkthrough

Sequence 04

Memory 01/"The Kingdom of Beggars"

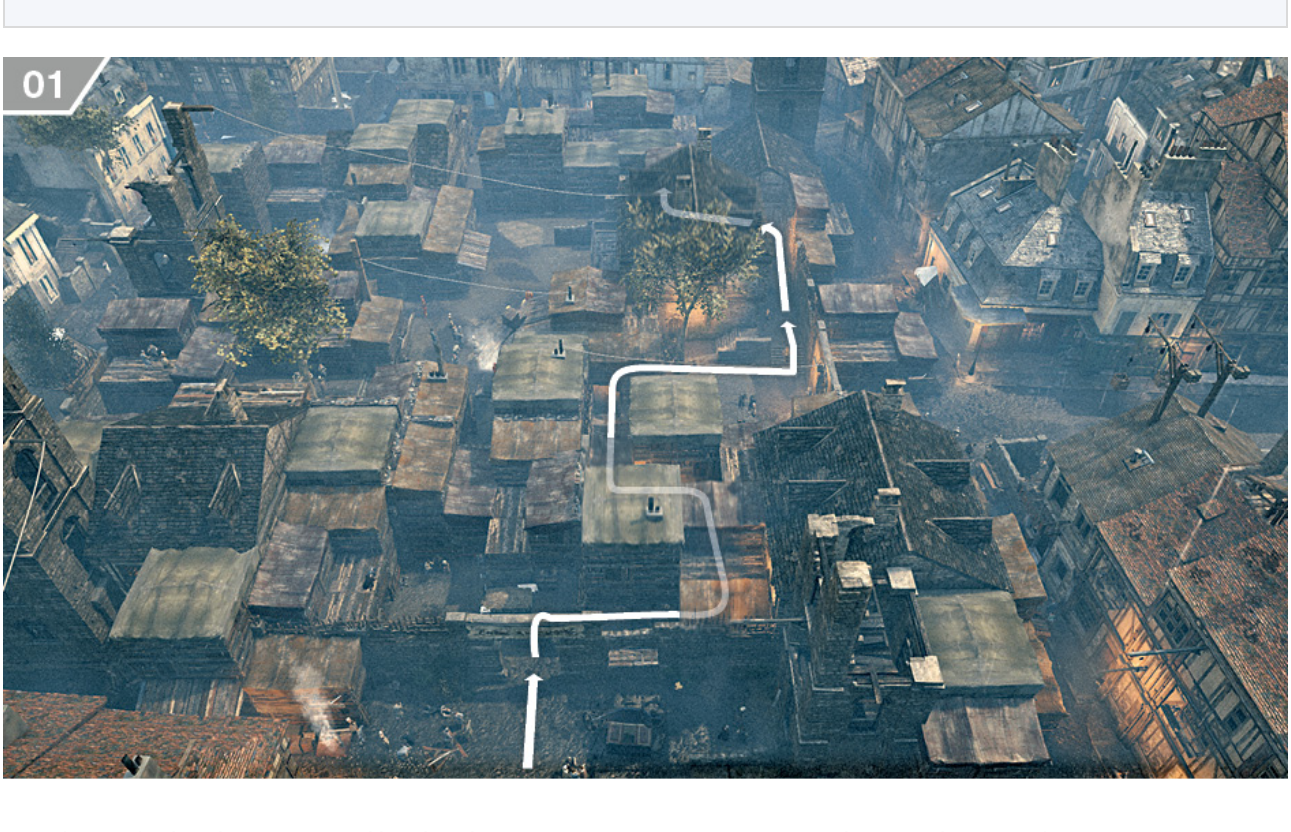
Mission Overview

Challenges

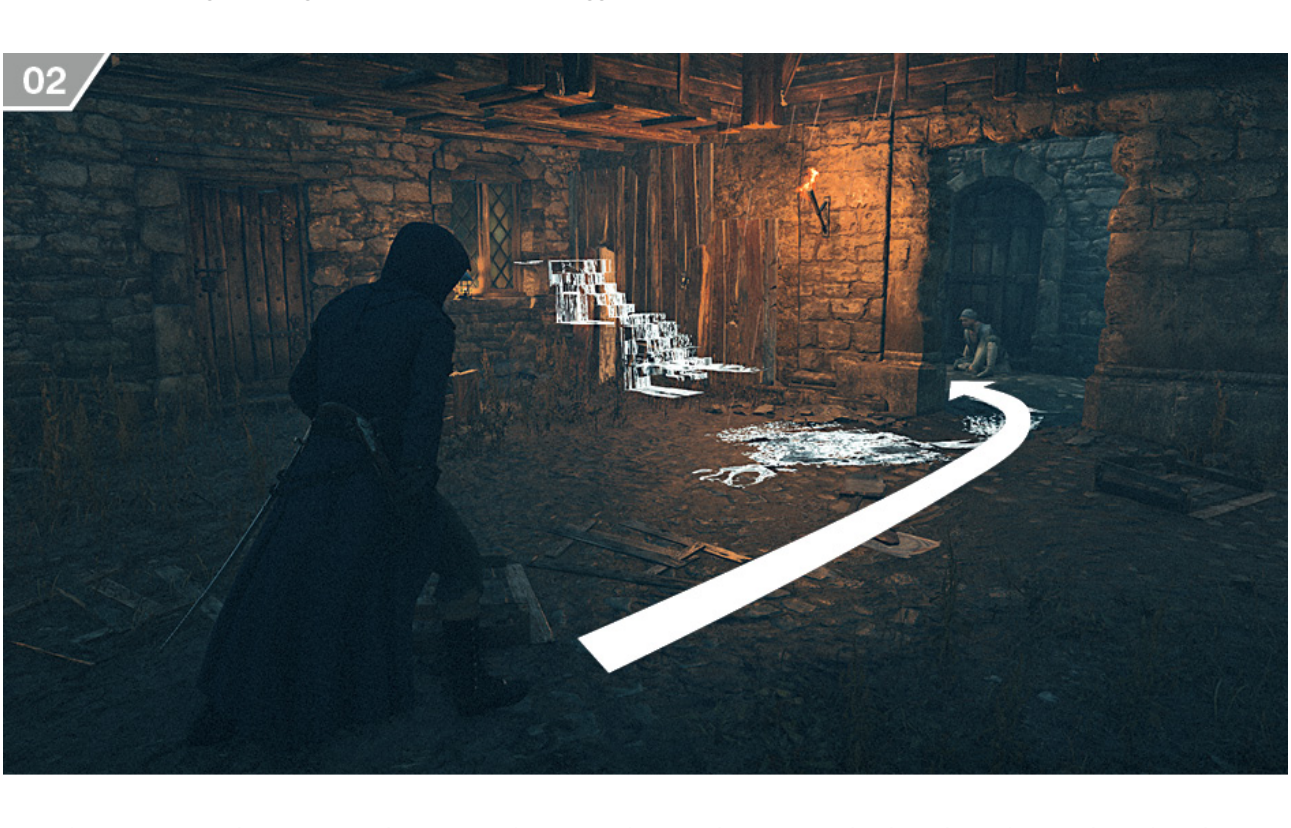
- Four Phantom Blade kills: see 06.
- Two Cherry Bomb lures: see 10.

Notes & Further Reading

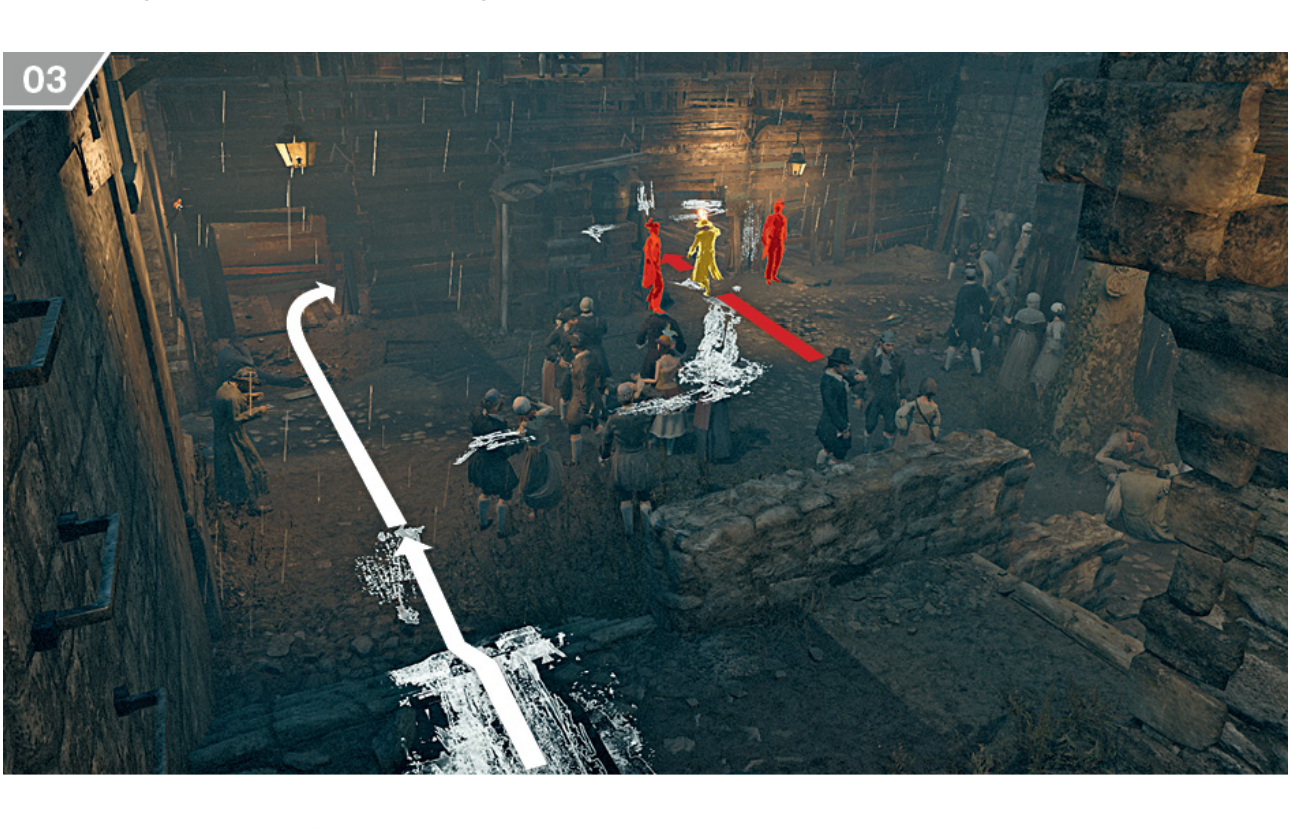
- This is a good time to obtain new equipment and weapons for Arno.
- Having completed the opening Server Bridge, you will find that the first Rift is available to play.



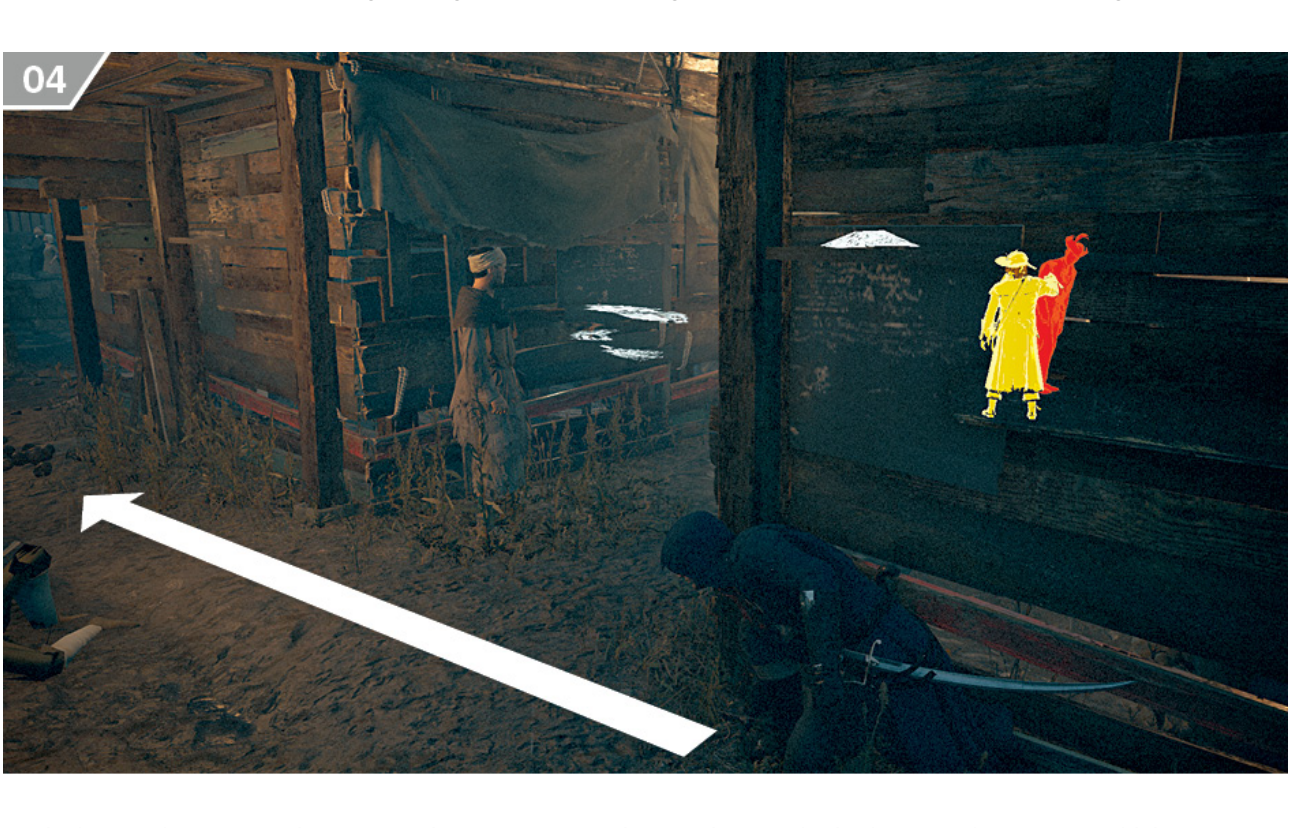
Visit the Brotherhood Sanctuary and head to the waypoint to trigger a cutscene. When it ends, Arno takes possession of the Phantom Blades and Berserk Blades. Leave the Sanctuary and head to the Memory Start marker to formally begin "The Kingdom of Beggars". Your first objective is to investigate the area. While you are free to take in its sights, smells and sins at your leisure, you must visit the specific building within the search zone to advance the story. The most direct path from the Memory Start marker is to stay at ground level and follow the route shown here. Though you may notice guards inside the hovel behind the large building, you can safely enter to trigger a cutscene.



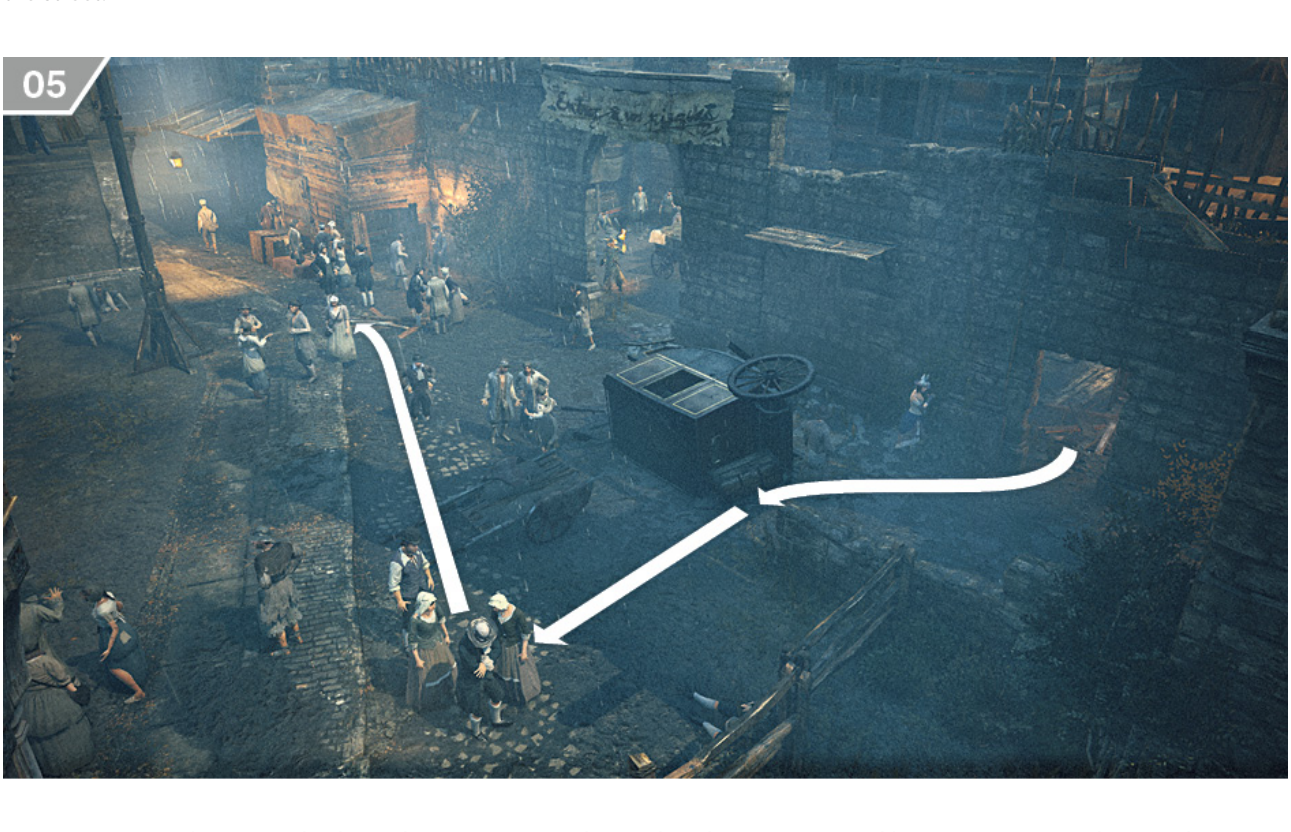
After the cinematic ends, activate Eagle Vision to detect a trail. Leave the room via the door shown here and turn left, then continue along the alleyway as it turns to the right.



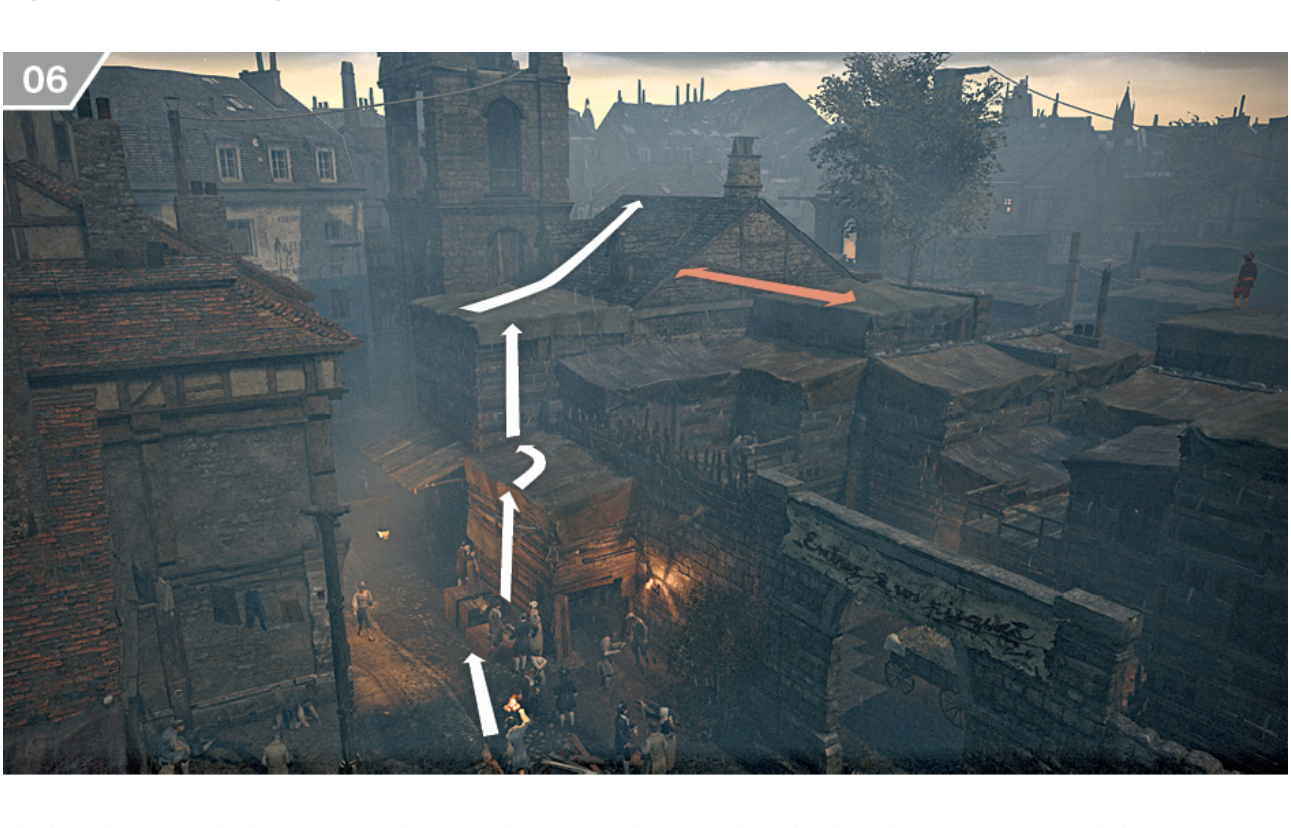
As you enter the next area, walk forward and Blend with the crowd. Activate Eagle Vision to identify La Touche, who appears in yellow. When he moves forward, go through the smaller opening to the left of the entrance he passes through.



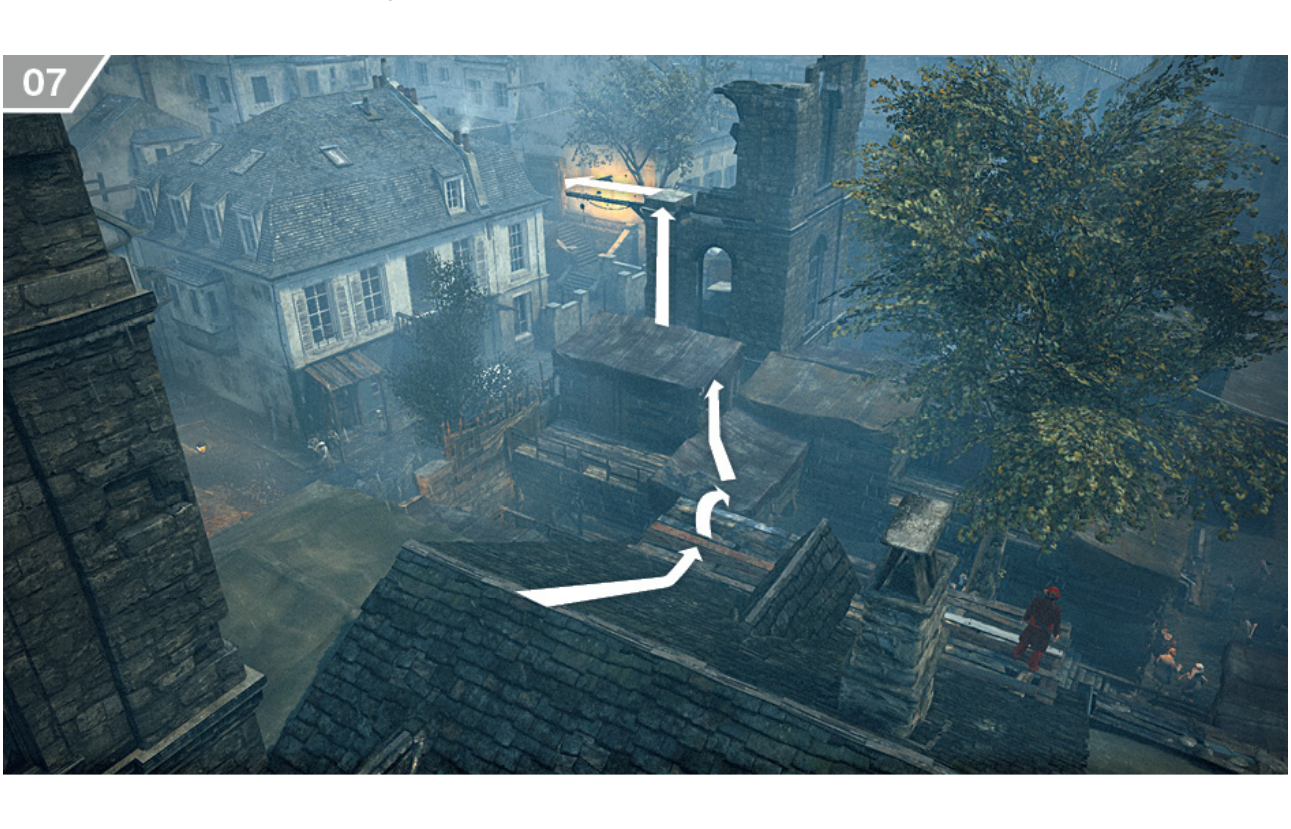
Inside the corridor, pause and activate Eagle Vision. Wait until La Touche turns his back to you, then creep stealthily out onto the street.



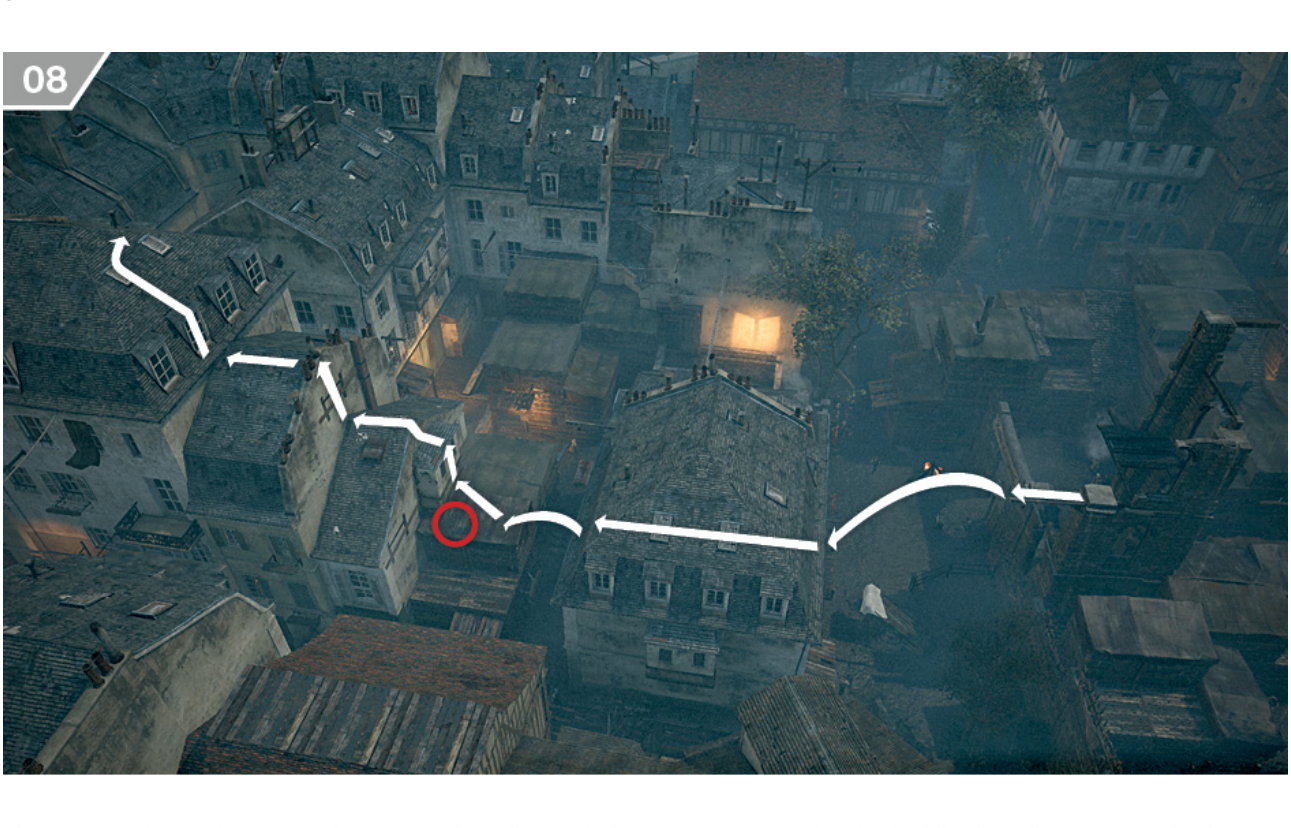
One or more guards may catch a brief glimpse of Arno as he reaches the street, so quickly move into a crowd of people to Blend. When you are sure that no one is watching, move southeast along the street to approach the dilapidated tower. Use Eagle Vision to maintain regular visual "contact" with La Touche.



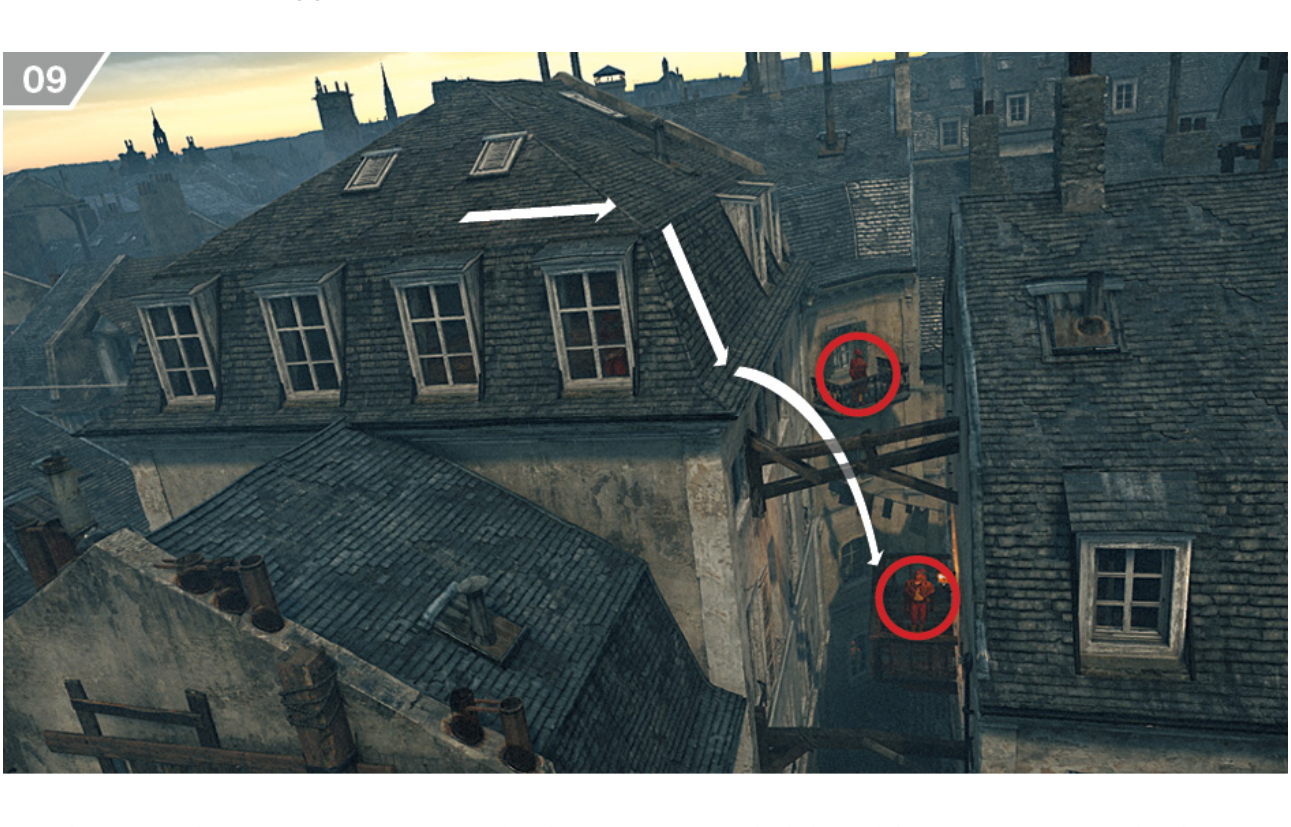
Climb to the roof of the house next to the tower, but stay on the near side of the sloped rooftop for now and observe La Touche making his rounds via Eagle Vision. There is a sentry on the opposite side of this roof who is a suitable first target for the Challenge to complete four kills with the Phantom Blades, but it's prudent to wait until La Touche moves safely to the south before you strike; a body landing in his path will delay his movements.



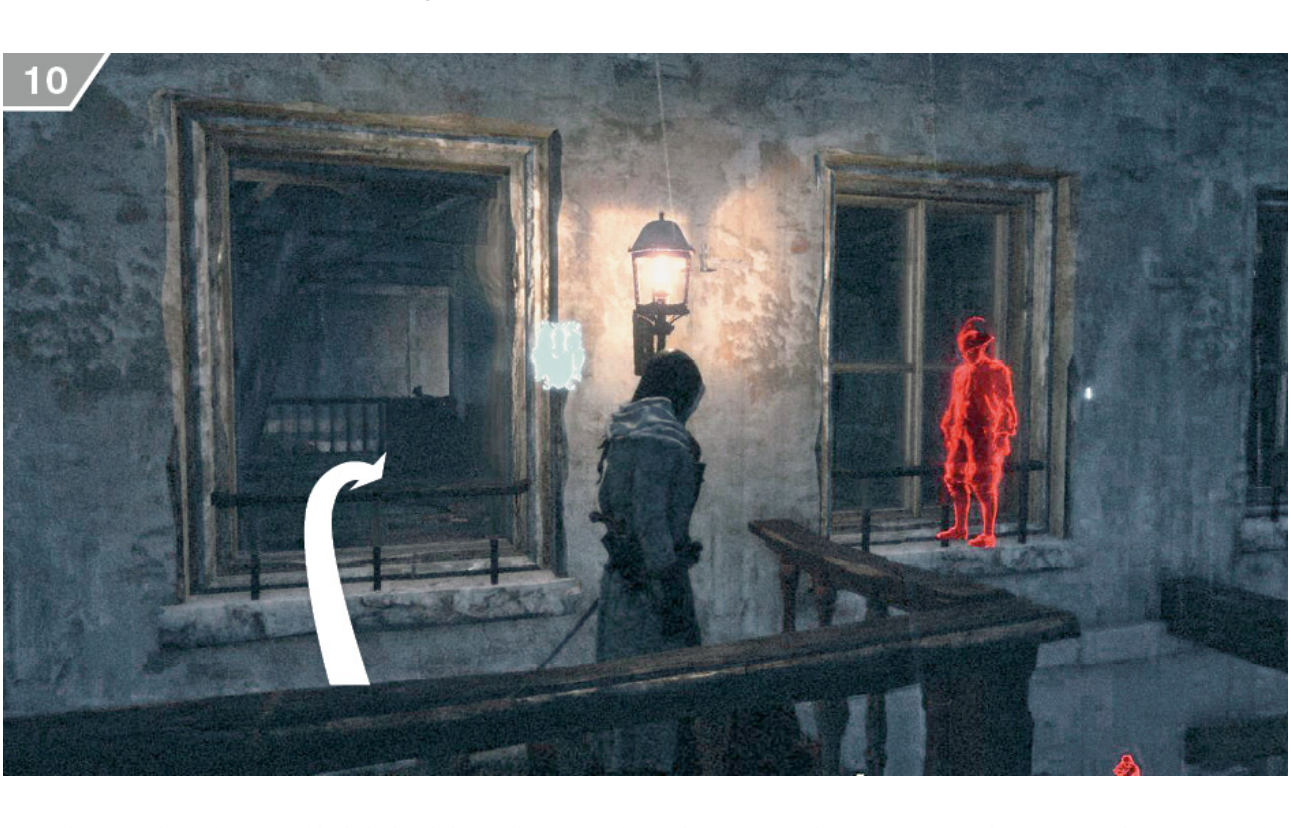
Free run to the smaller ruined tower and climb onto the wooden beam. From there, look down to the gate (to your right, below) and activate Eagle Vision to identify La Touche and trigger a cutscene. When this ends, you obtain a Challenge to distract two guards with Cherry Bombs.



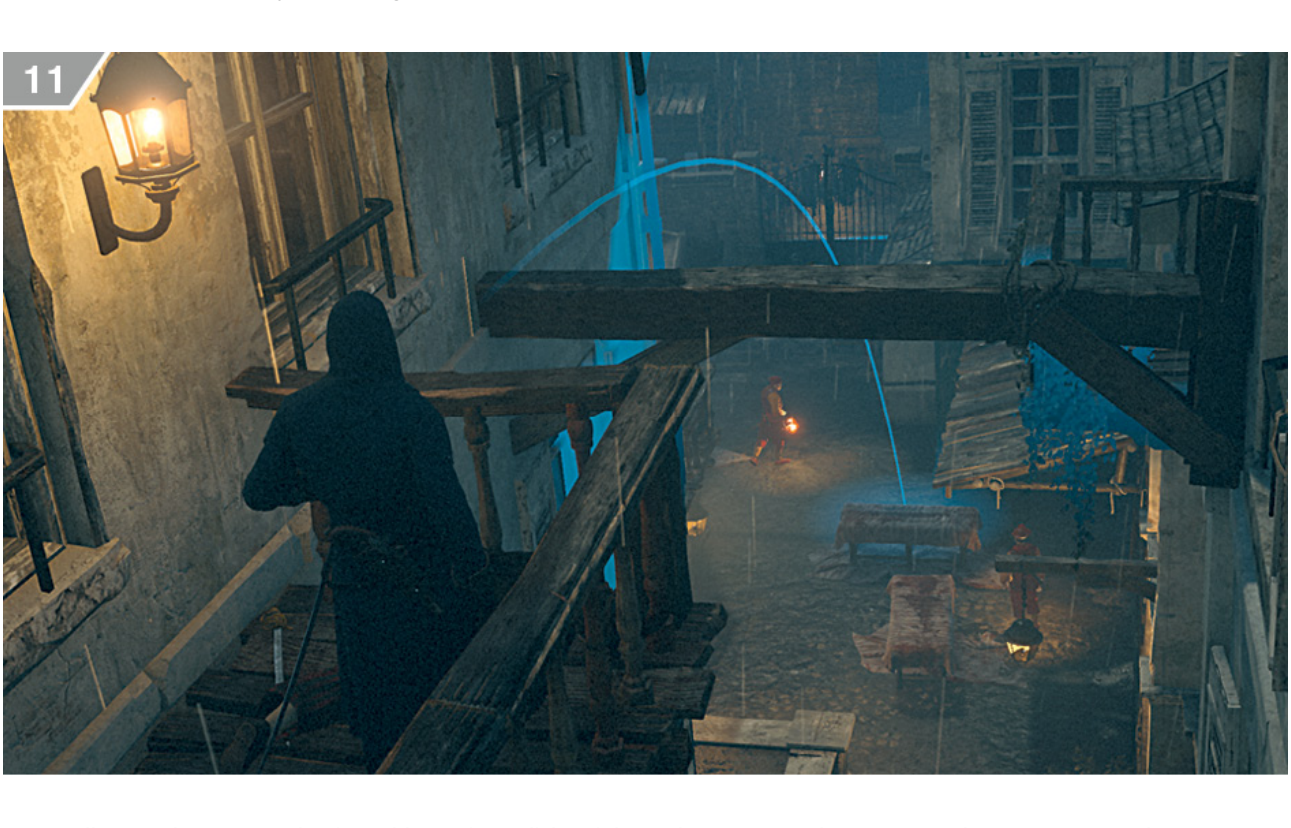
The Restricted Area that La Touche enters is heavily guarded, but you can immediately climb back to the same wooden beam that you were on before the cutscene for an easy rooftop infiltration. Follow the route shown here to reach a position to the south. Eliminate the patrolling guard with the Phantom Blades.



From the rooftop, there are two sentries to neutralize before you jump to the balcony below your position. Use the Phantom Blades with both to complete the Challenge.



Drop down to the balcony and hide behind the wall to the right of the open window. Activate Eagle Vision to identify a guard in the room. You can easily jump through the window and stab him from behind for a quick kill if you wish.



After collecting the Artifact clearly visible on the wall, head down the stairs. On the next floor down, activate Eagle Vision to detect La Touche in the adjacent room, then interact with the door to trigger a cinematic. When this ends, you can backtrack to the balcony to escape from the highlighted area via the rooftops. Before you depart, though, throw a Cherry Bomb in the direction of the main gates to complete the second Challenge if you have yet to do so – the concentration of guards in that area should mean that you can fulfil the required quota with a fairly casual throw.

Memory 02/"Le Roi Est Mort"

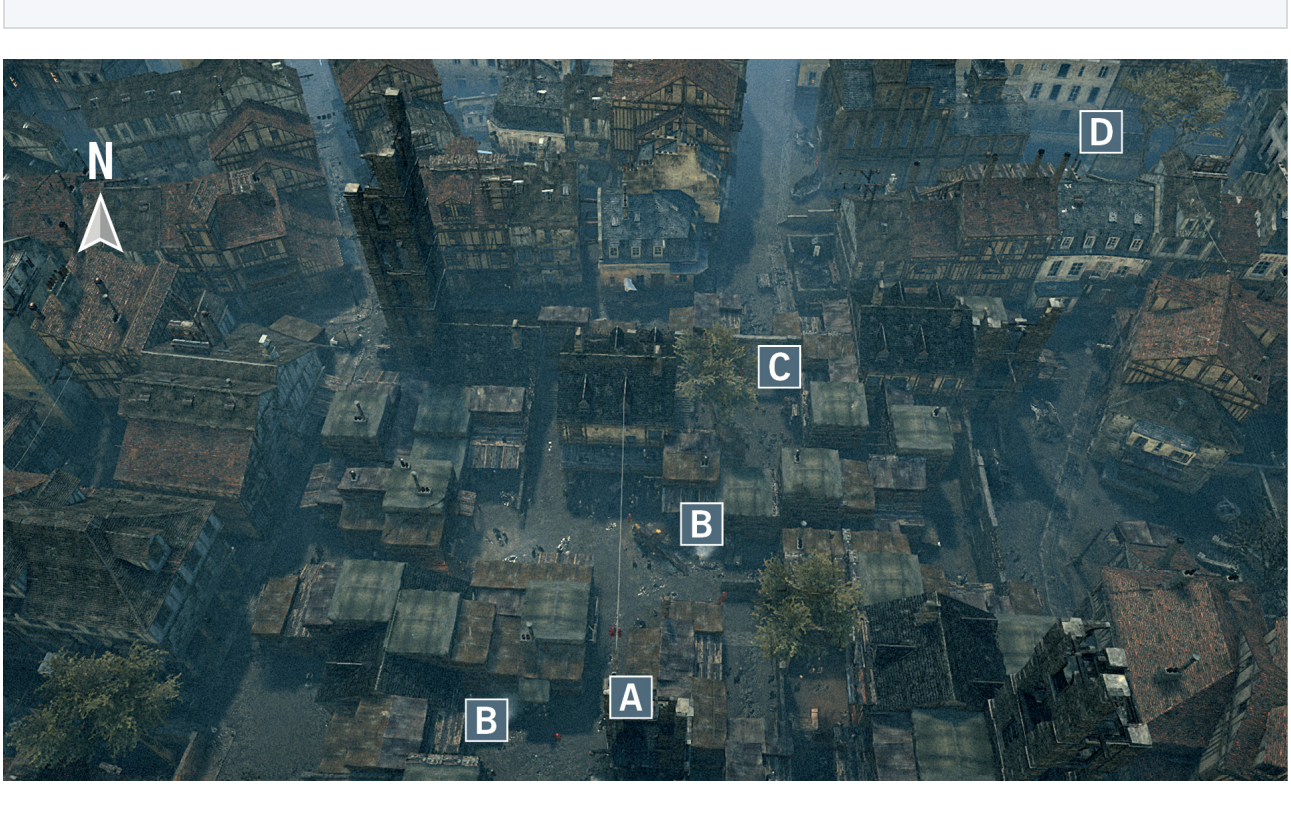
Mission Overview

Challenges

- Three air assassinations: see 01.
- Two kills with the Phantom Blades during the final approach to le Roi des Thunes: see 17.

Notes & Further Reading

- There are many ways to complete this open-ended mission, and the following annotated map highlights some of the main options at your disposal. Feel free to replay the mission and experiment!
- Our walkthrough on the page to your right assumes that you complete two key tasks above ground (blocking the chimneys and protecting the beggars) before you enter the sewers. If you don't, enemy configurations in the initial part of the infiltration will be different, and the final escape will be more difficult.

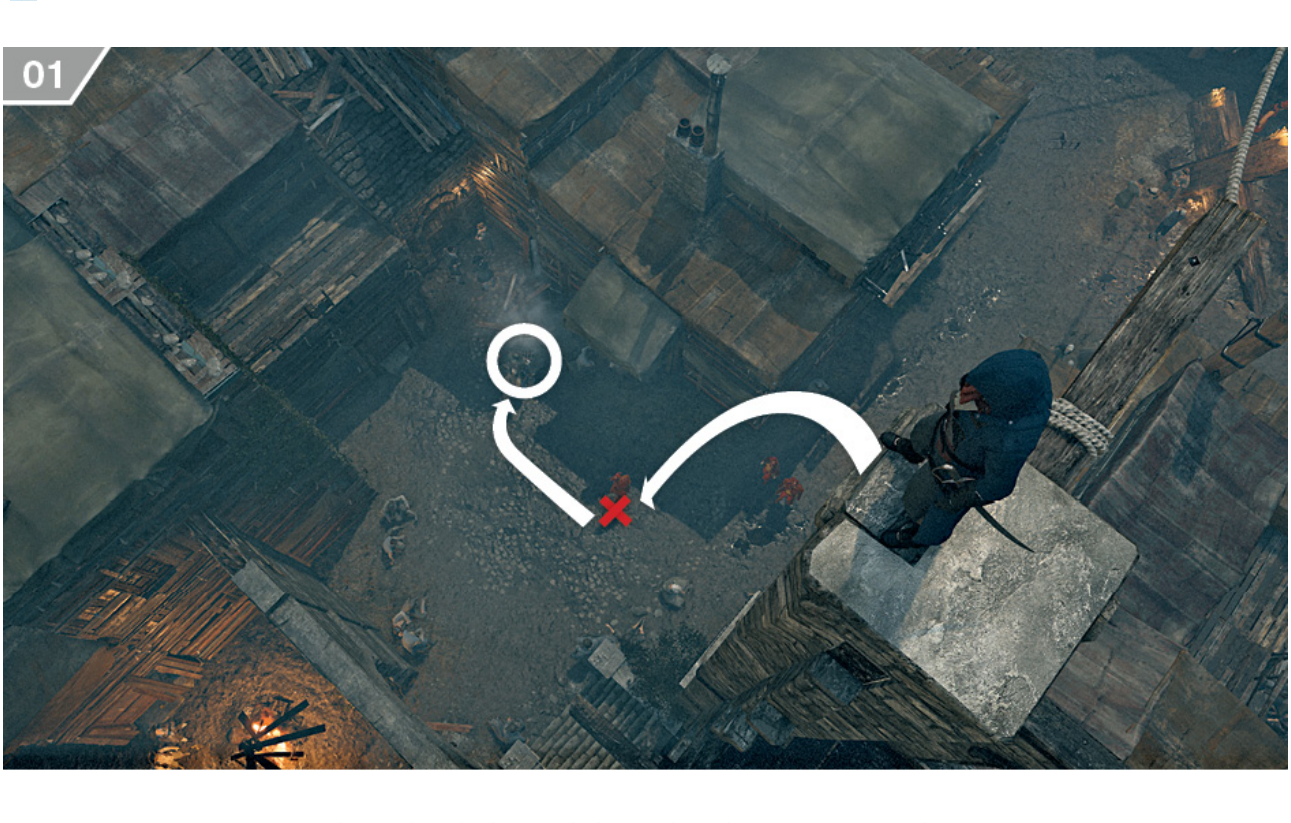


A This is Arno's starting position as the Memory begins.

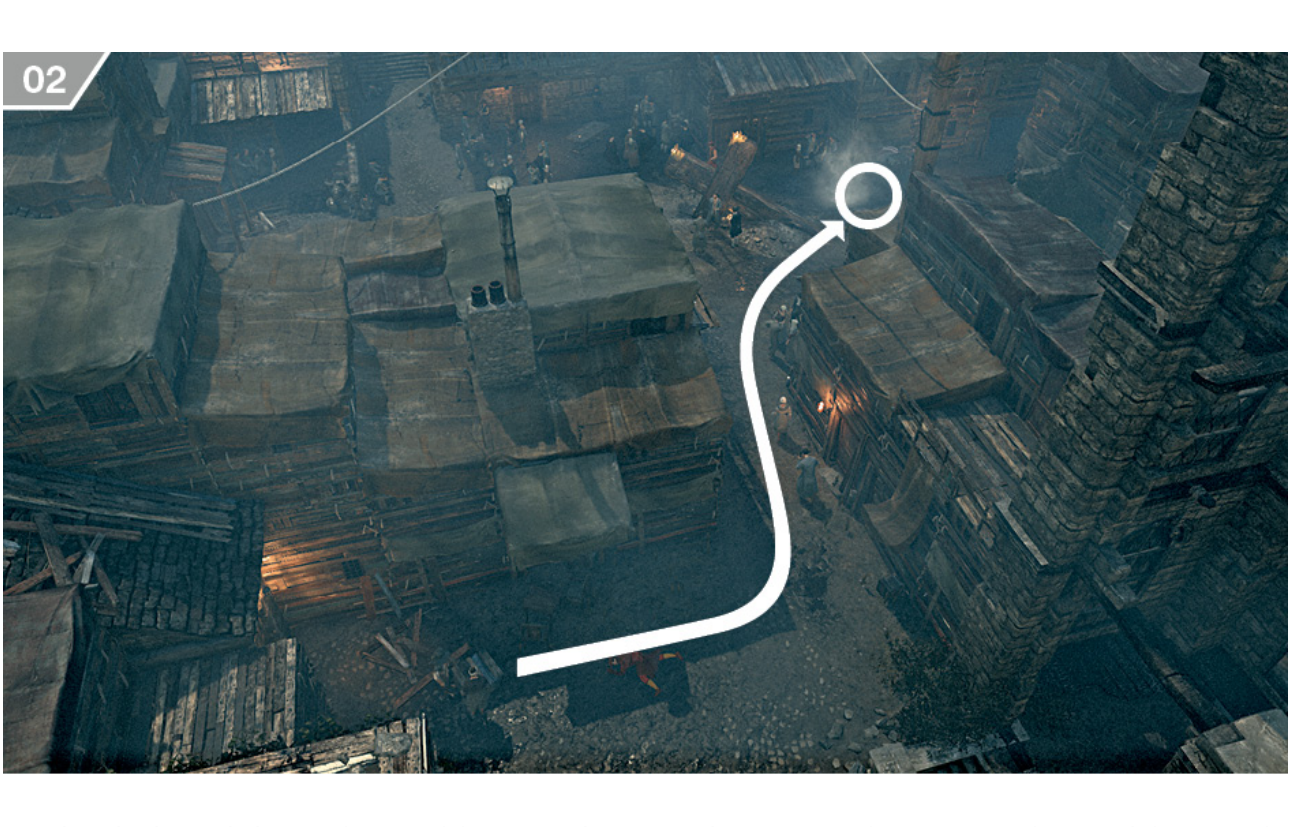
B There are two chimneys that enable the (clearly visible) smoke from fires and torches in the sewers to escape. You can approach both of these and block them, which – though it will not be immediately apparent – will make your eventual escape from the underground area much easier.

C You will find beggars in this position who, dissatisfied with their rapidly diminishing lot in life (not to mention the prospect of enforced dismemberment) will attack Templar thugs as you approach their position. If you jump into the fray and protect them, you can instigate an uprising. This will reduce the number of guards stationed in the sewer tunnels, making your approach to le Roi des Thunes much easier. It will also cause an immediate commotion on the street leading to the sewer entrance.

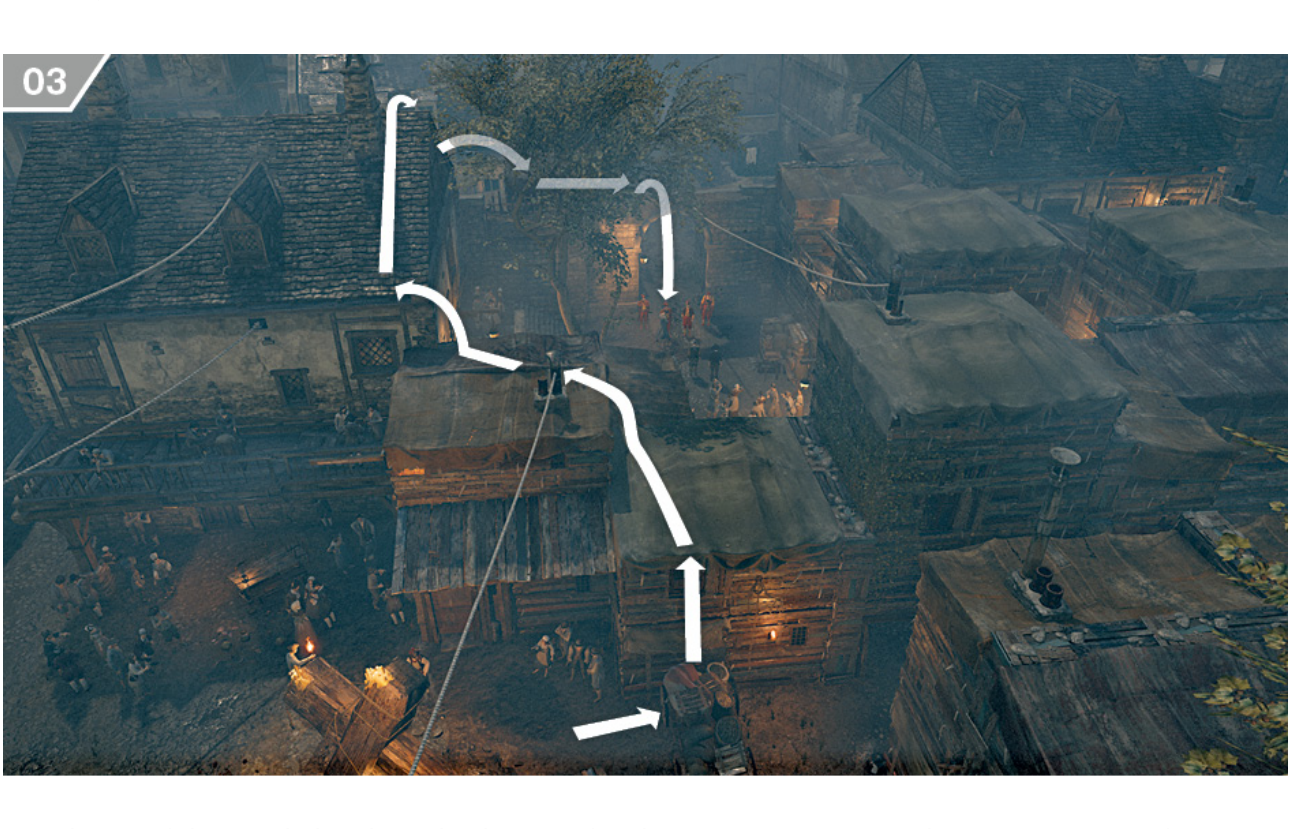
D Enter this crypt to reach the underground sewer network.



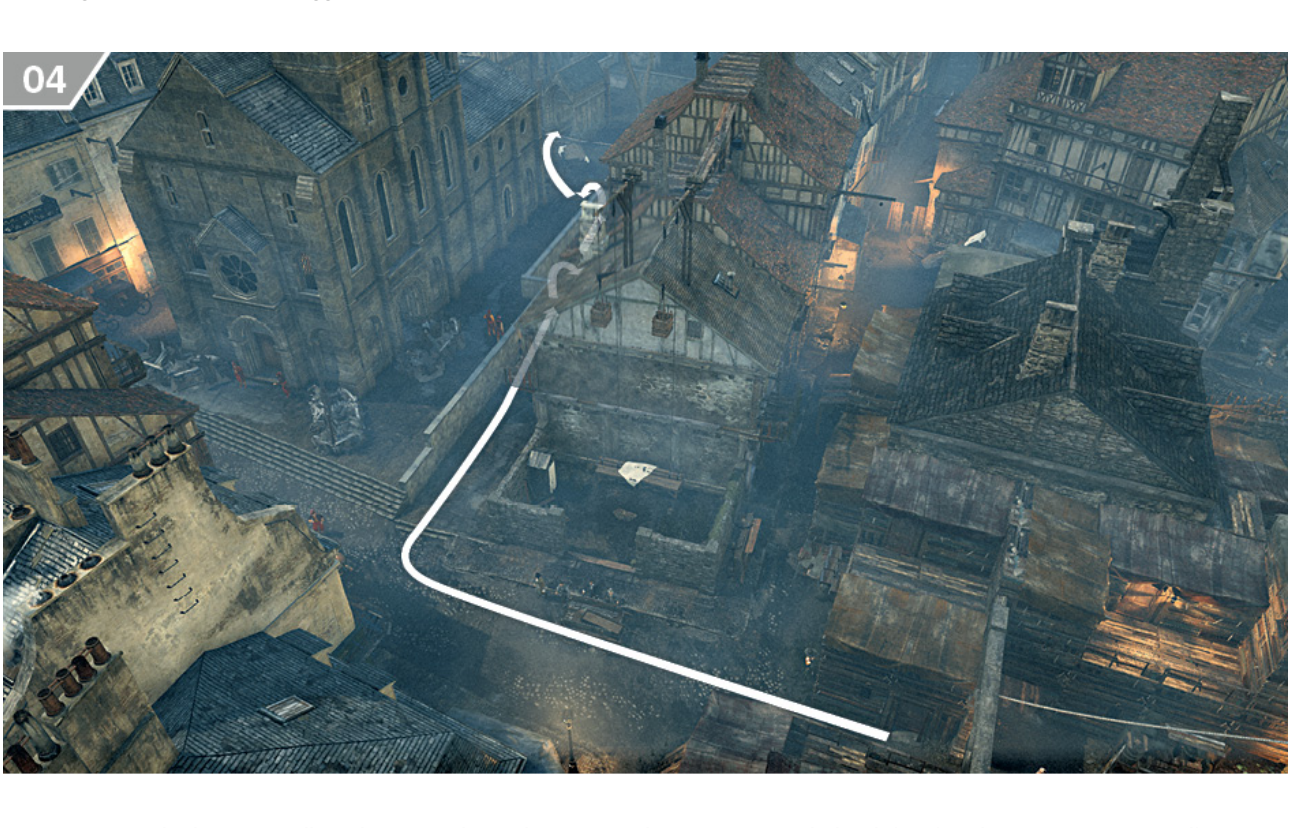
From your starting position, turn left and study the area below with Eagle Vision. You can obtain an easy air assassination for the first Challenge on the guard situated below. With that accomplished, approach the nearby chimney and press ◎ / Ⓑ to block it. If you quickly climb back up to a nearby rooftop and wait out of sight, you can air assassinate at least one other Extremist when a two-man patrol pauses to examine the corpse of your earlier victim.



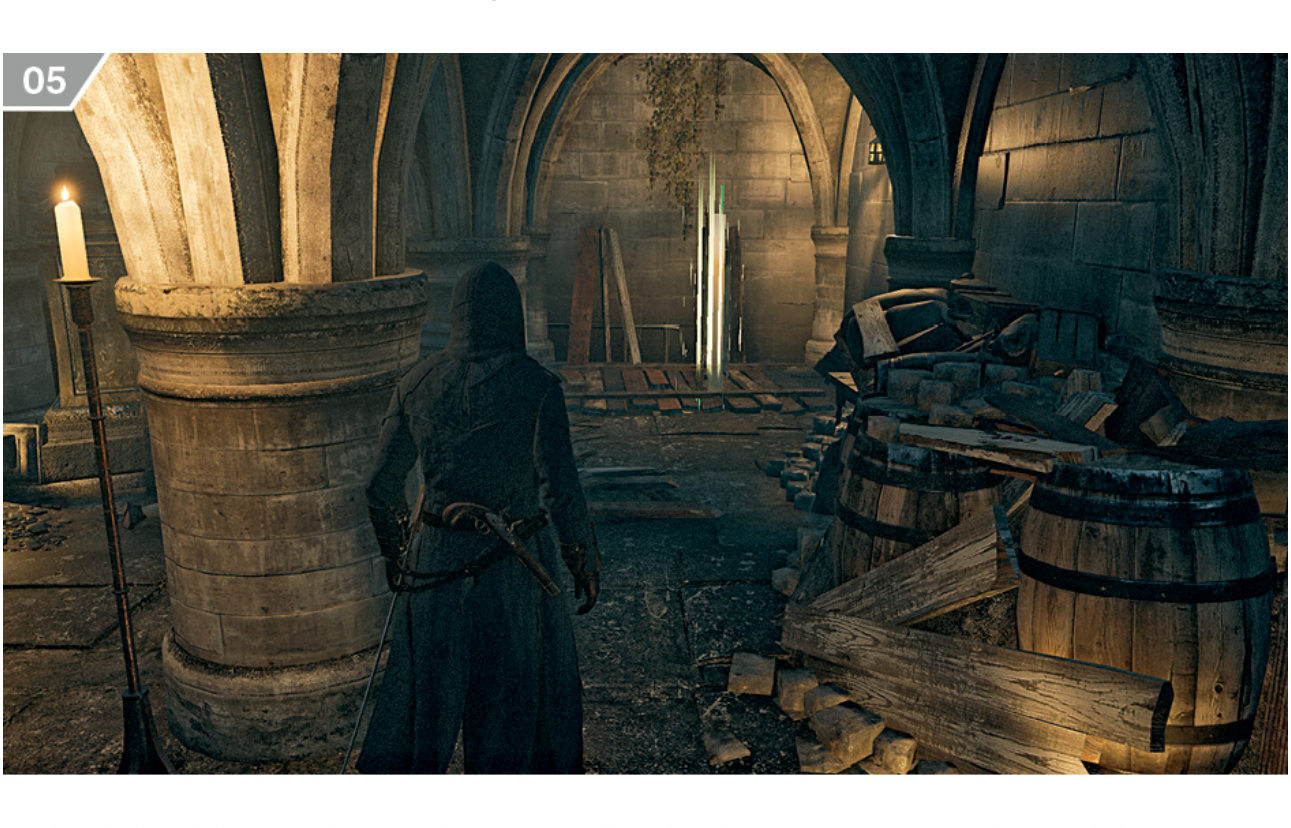
By either Blending with the crowds to avoid detection or by crossing the rooftops, make your way to the second chimney and, as before, interact to block it.



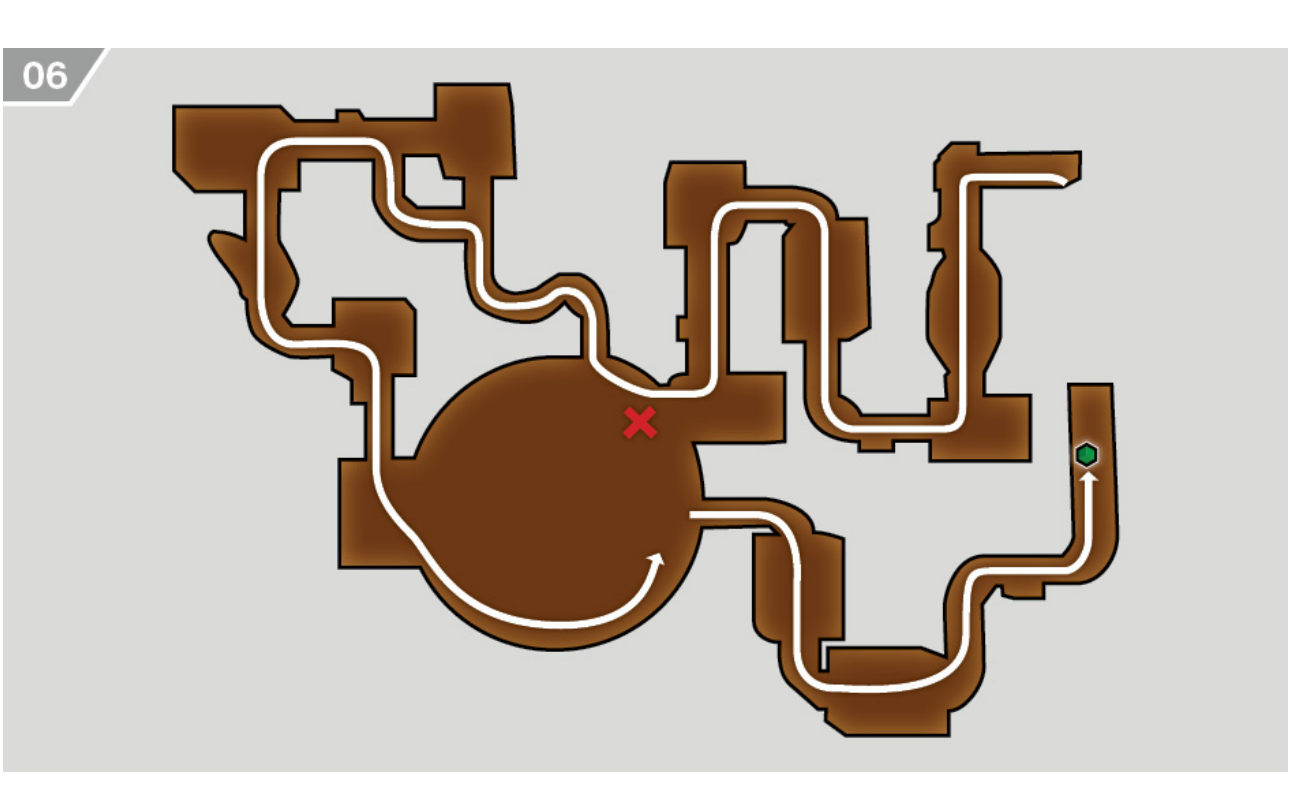
From the second chimney, climb as directed in the screenshot above to see a confrontation between Extremists and a group of beggars (with the latter highlighted in green with Eagle Vision). Join the fight with an air assassination to complete the Challenge, then protect the beggars until the battle ends.



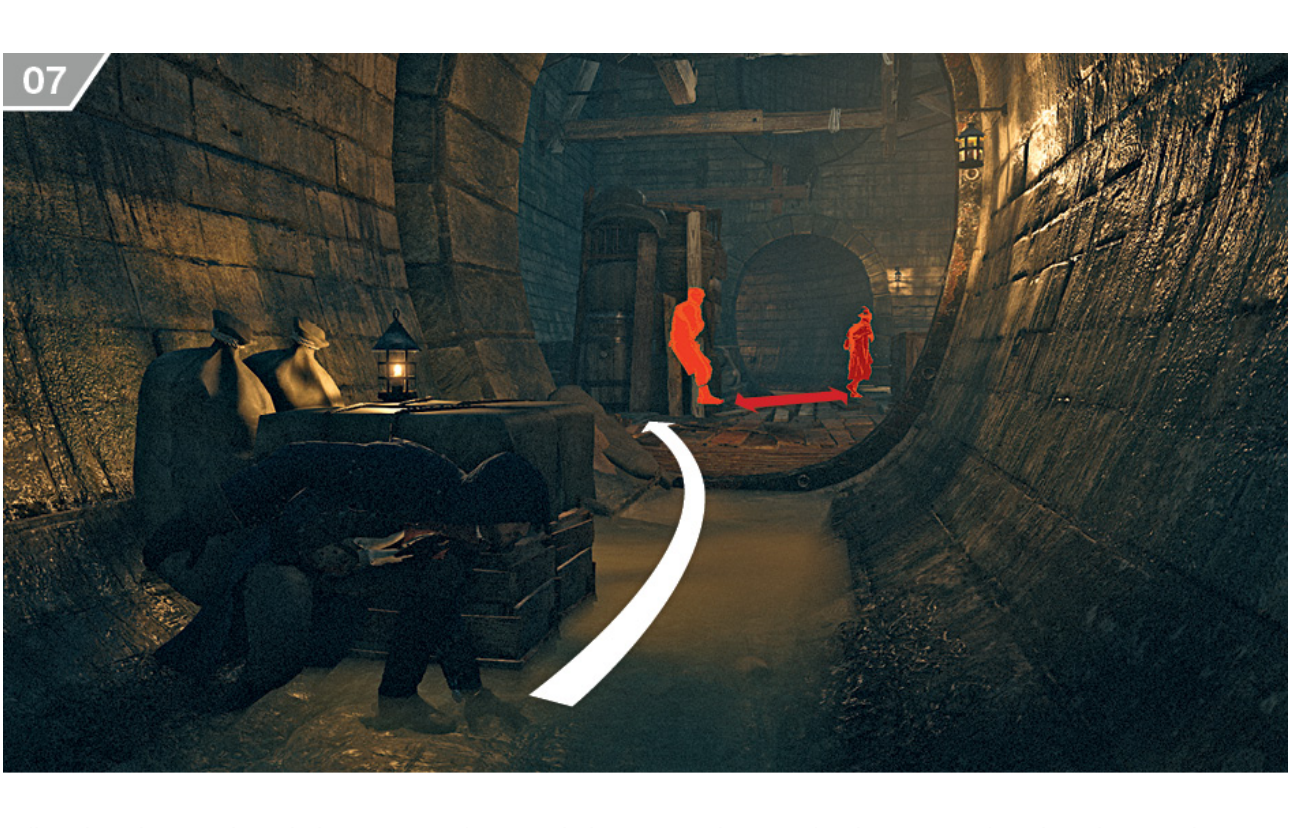
After assisting the beggars, follow the route shown here to reach an open crypt behind the church. Two Extremists will emerge from the entrance as you approach: by staying behind the wall, you can avoid combat here. If you have yet to do so, note that you must complete the air assassination Challenge before you enter the sewer system.



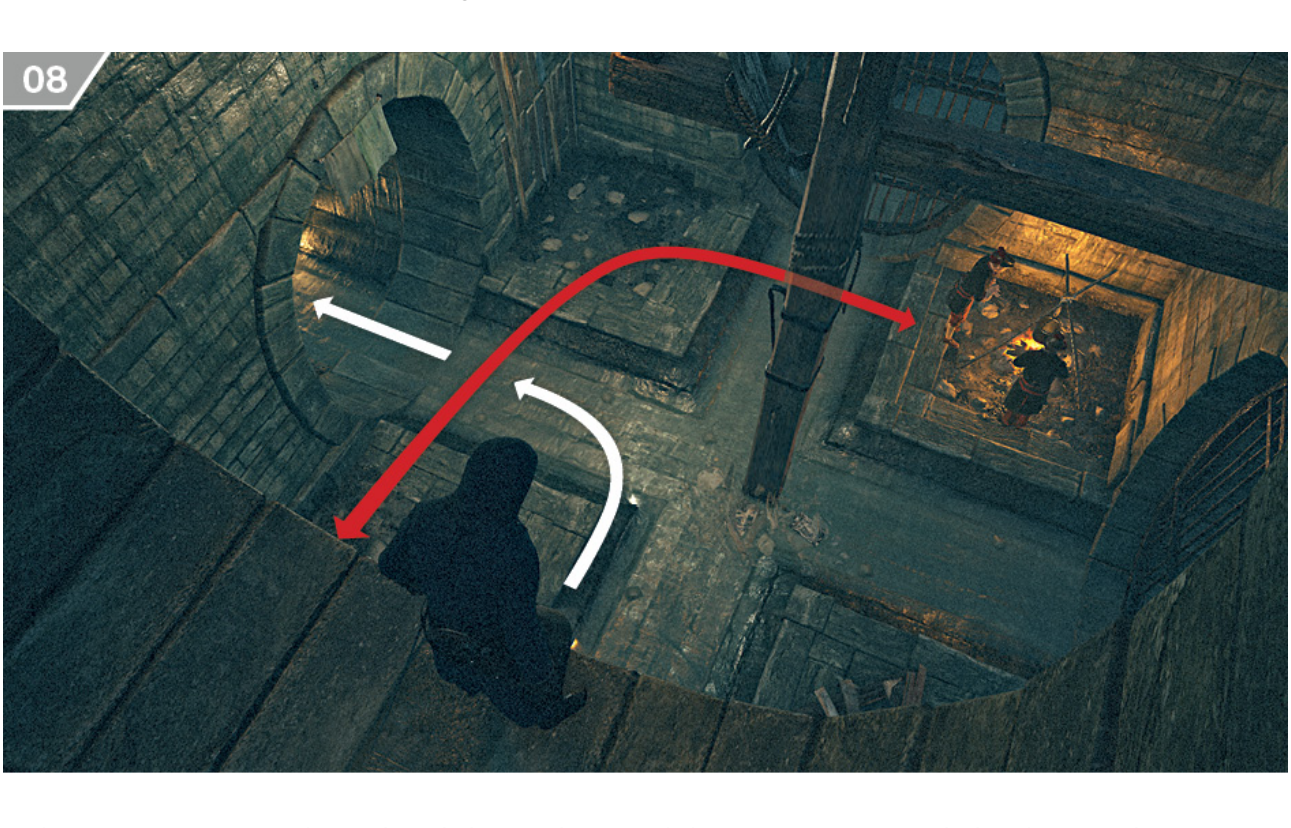
Head south through the crypt, eliminating the unwary guards inside with quiet assassinations, until you reach the position shown here. Press ◎ / Ⓑ while standing close to the wooden board to enter the sewers below.



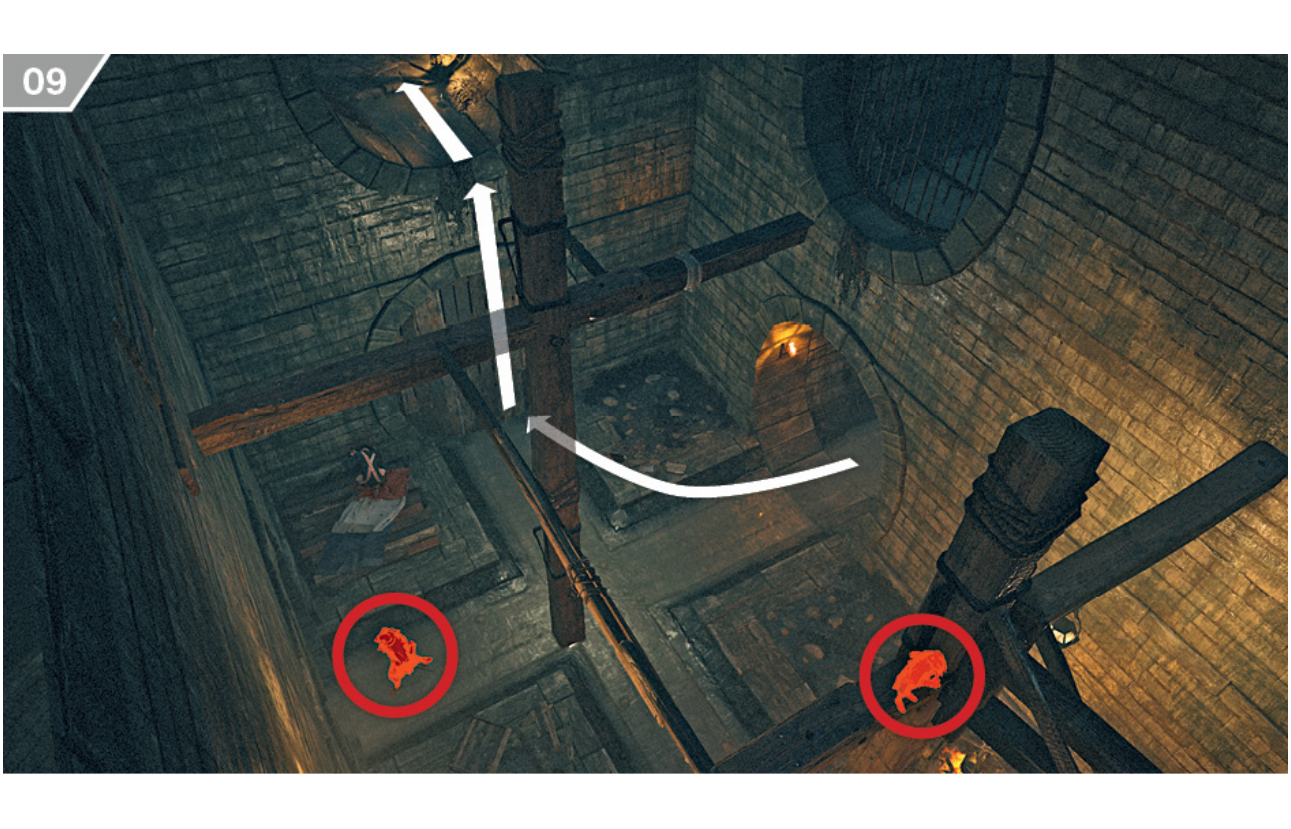
With Arno having fomented a minor riot by assisting the beggars, a brief cutscene will show Extremists leaving the tunnels to attend to the unfolding drama on the streets above. Your map and mini-map show an outline of the tunnels, which should prevent you from becoming lost. As the route is broadly linear, we will offer advice on major junctions and areas where you may run into conflict.



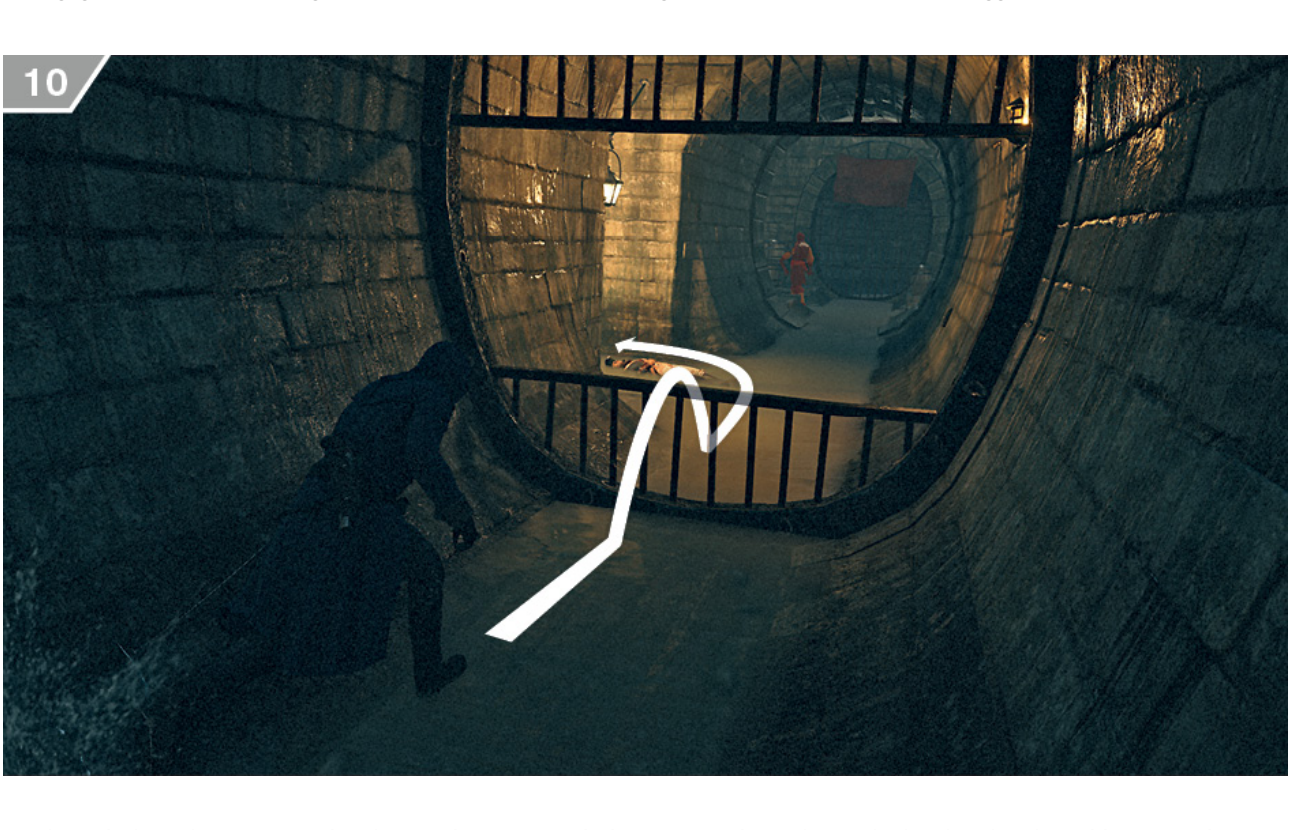
Follow the sole route through the sewers until you reach the position shown in the above screenshot, then eliminate the two Extremists with Hidden Blade kills when one guard separates from his companion.



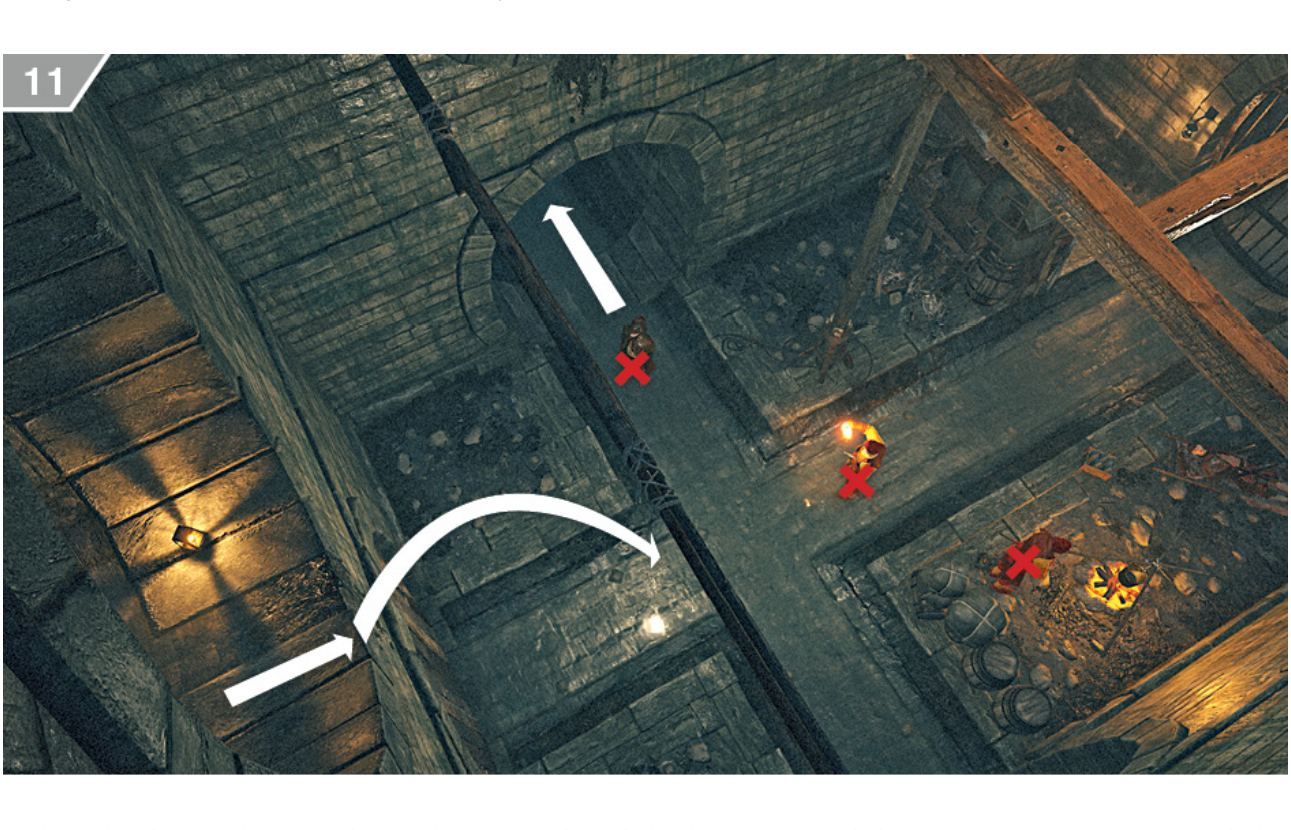
At the next junction, you need to go through the tunnel entrance below your position, as marked on the screenshot. You can either wait until the Extremist joins his companion at the fire to slip through or eliminate him with an air assassination before you continue.



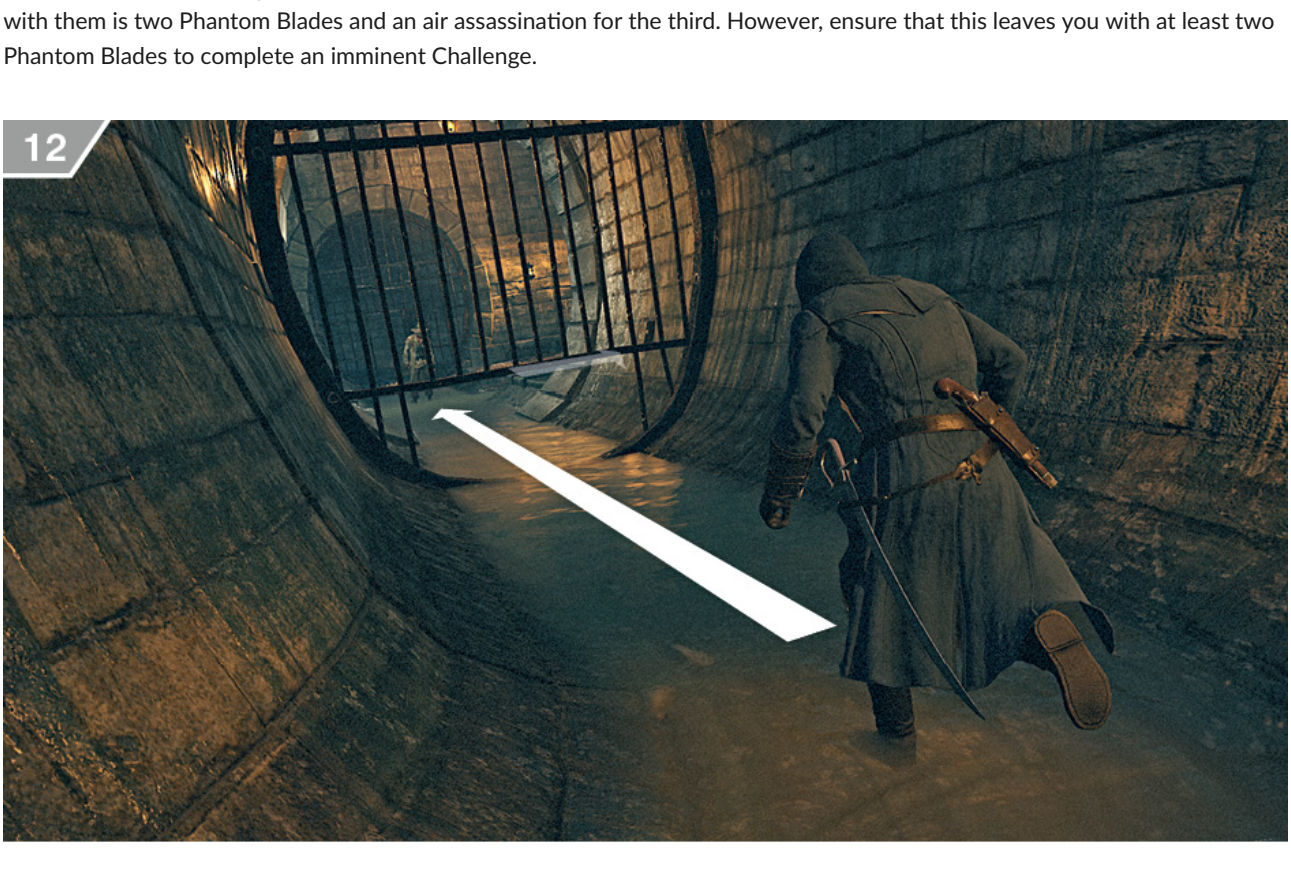
When you approach the end of the next tunnel, use Eagle Vision to identify some guards in the junction area. There is no need to engage these: simply turn right and climb to the tunnel opening above. Continue forward to trigger a cinematic interlude.



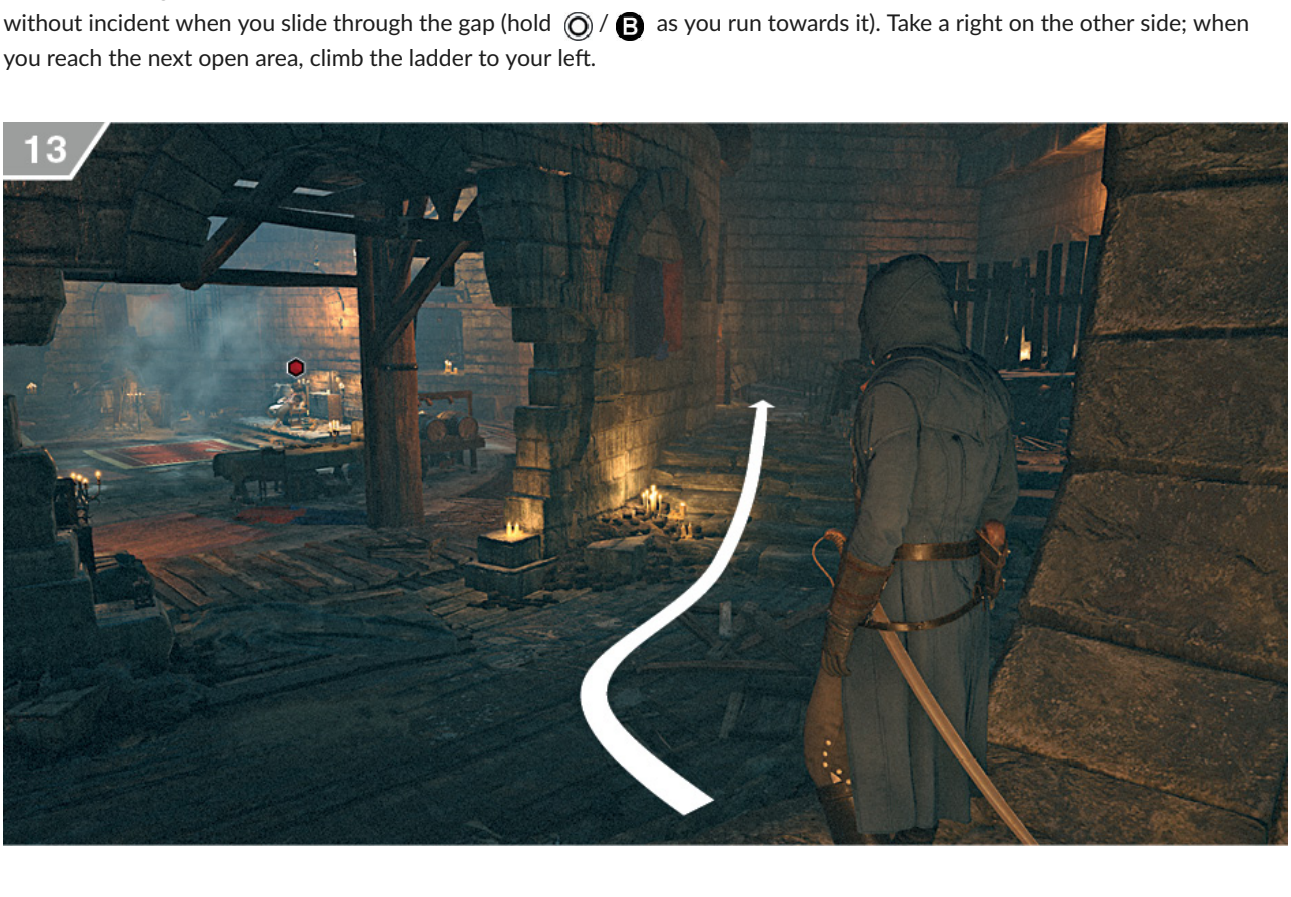
Go through the only open tunnel and stop when you reach the junction shown here. The left-hand path enables you to bypass three guards; take another left when you reach a junction.



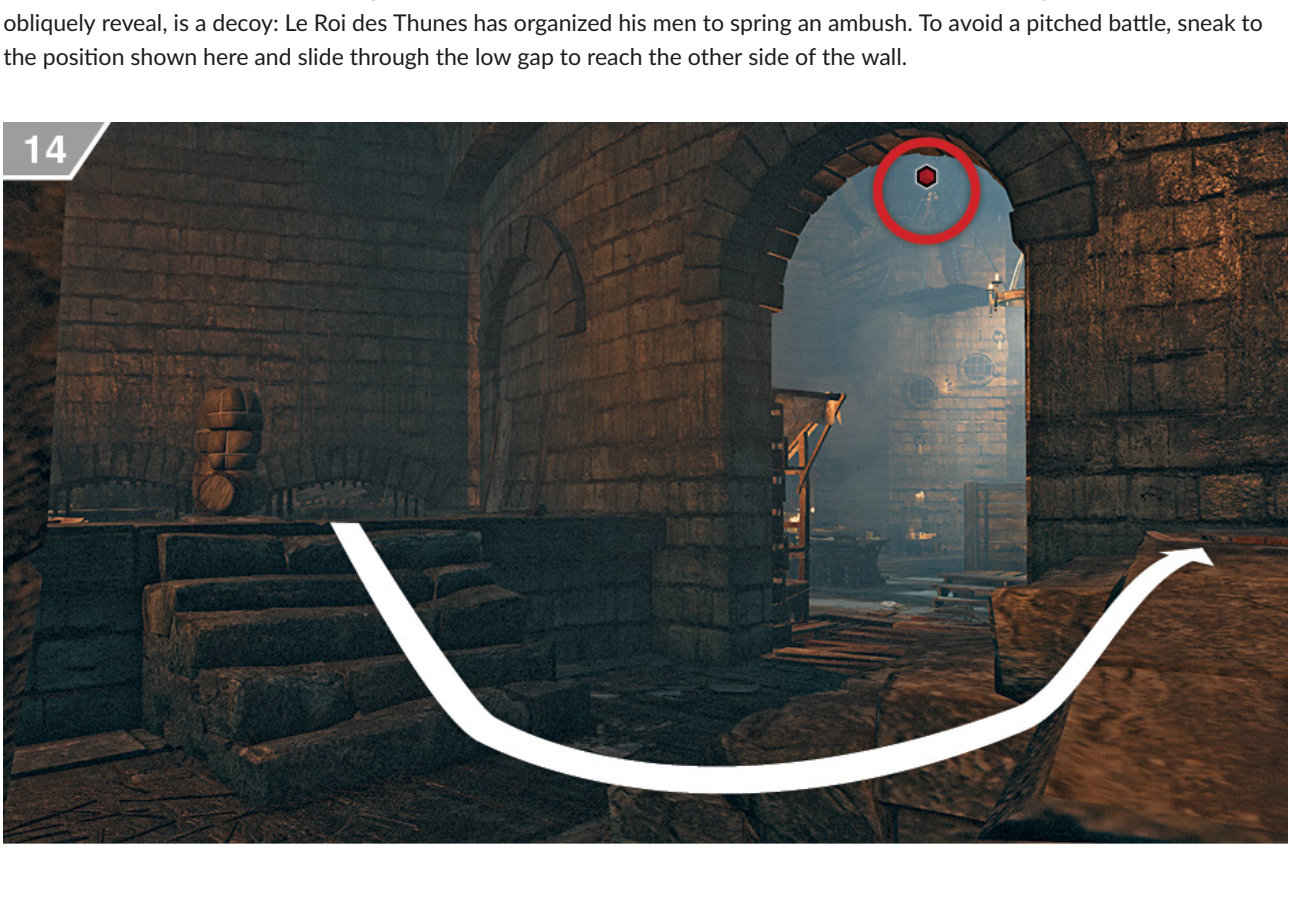
At the end of the tunnel, jump to the wooden beam and watch the three Extremists below. The most economical way to deal with them is two Phantom Blades and an air assassination for the third. However, ensure that this leaves you with at least two Phantom Blades to complete an imminent Challenge.



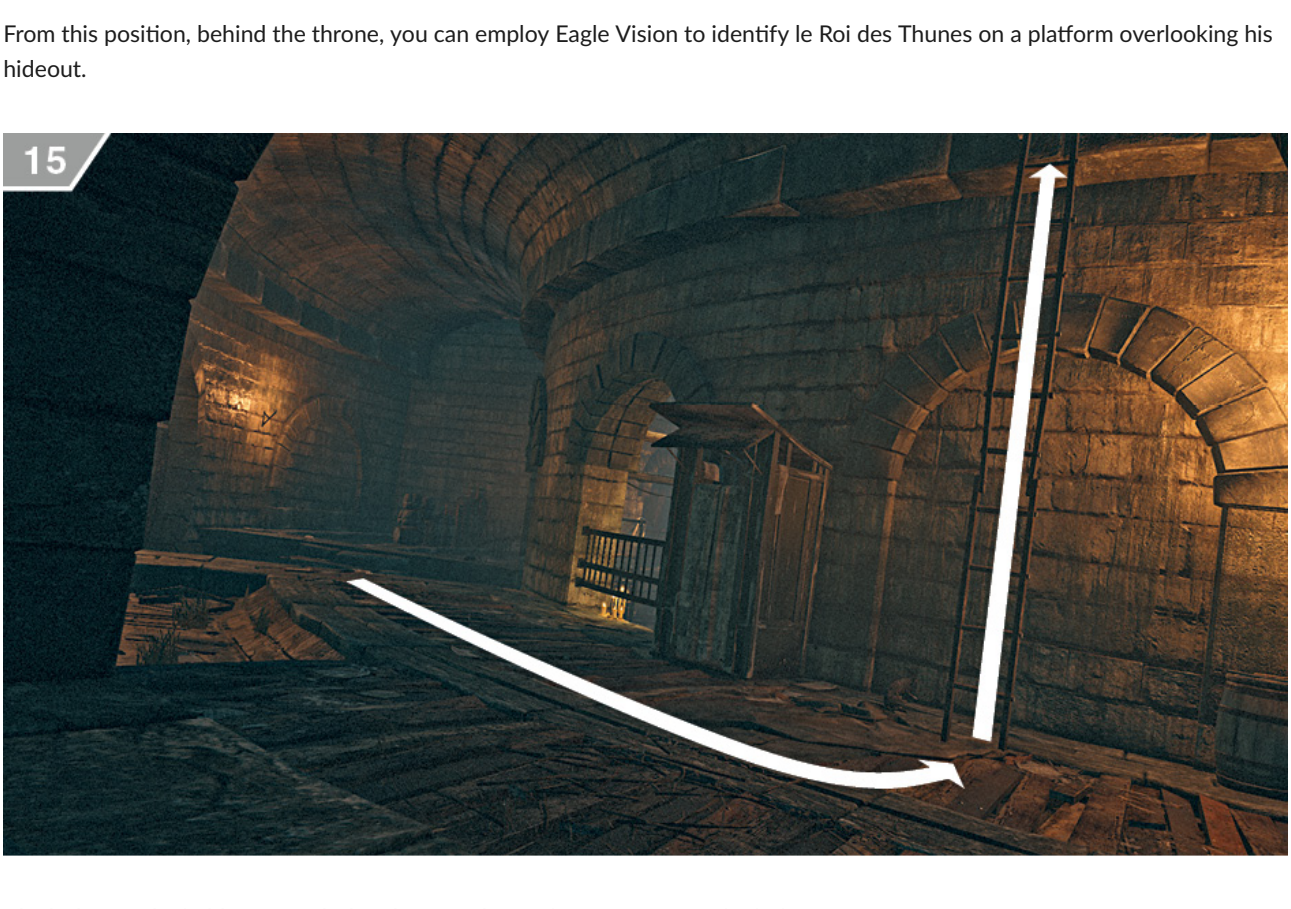
Continue through the tunnels until you reach this position. Don't worry about La Touche in the tunnel ahead: he will move on without incident when you slide through the gap (hold ◎ / Ⓑ as you run towards it). Take a right on the other side; when you reach the next open area, climb the ladder to your left.



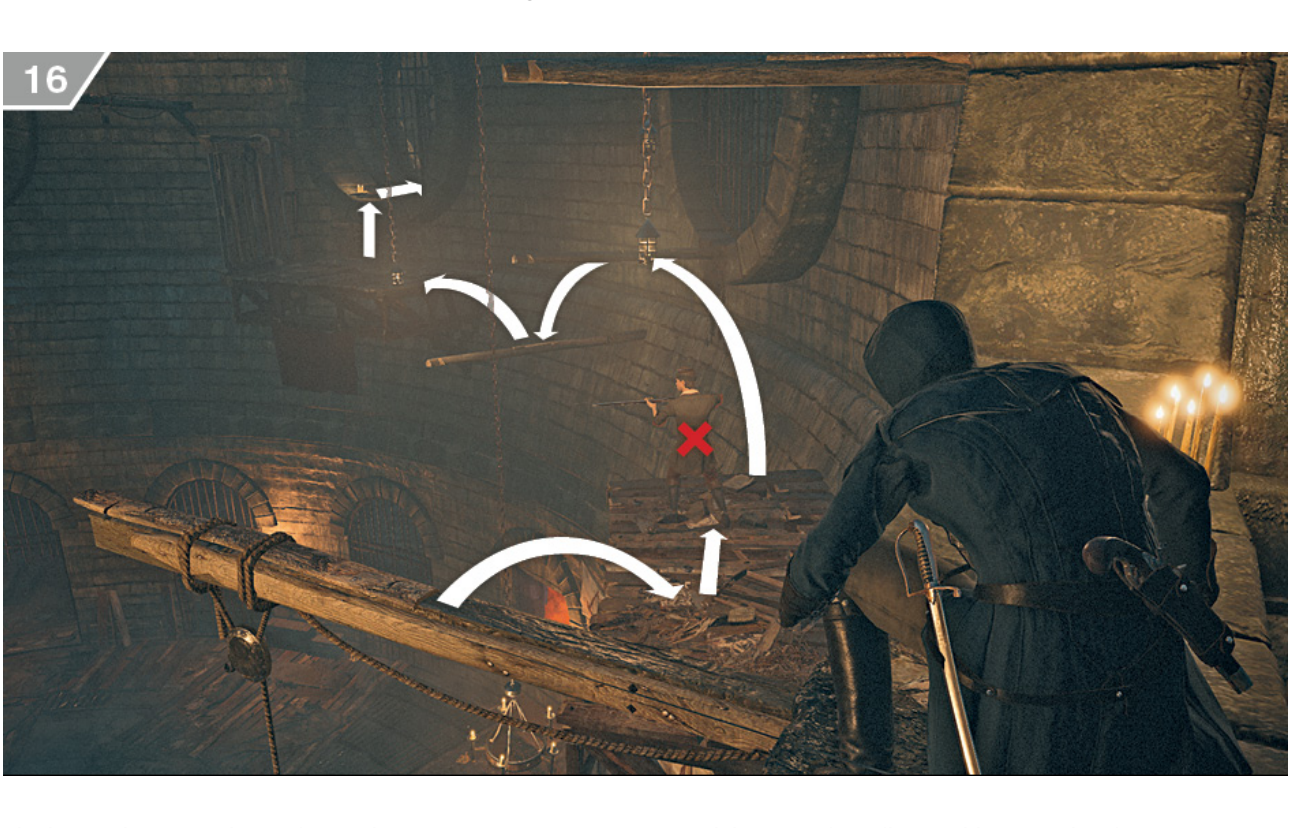
Though the second Challenge (completing two Phantom Blade kills) is activated at this stage, it's wise to avoid open conflict in the lower area of the hideout. The figure on the central throne, as a quick look around the area with Eagle Vision should obliquely reveal, is a decoy: Le Roi des Thunes has organized his men to spring an ambush. To avoid a pitched battle, sneak to the position shown here and slide through the low gap to reach the other side of the wall.



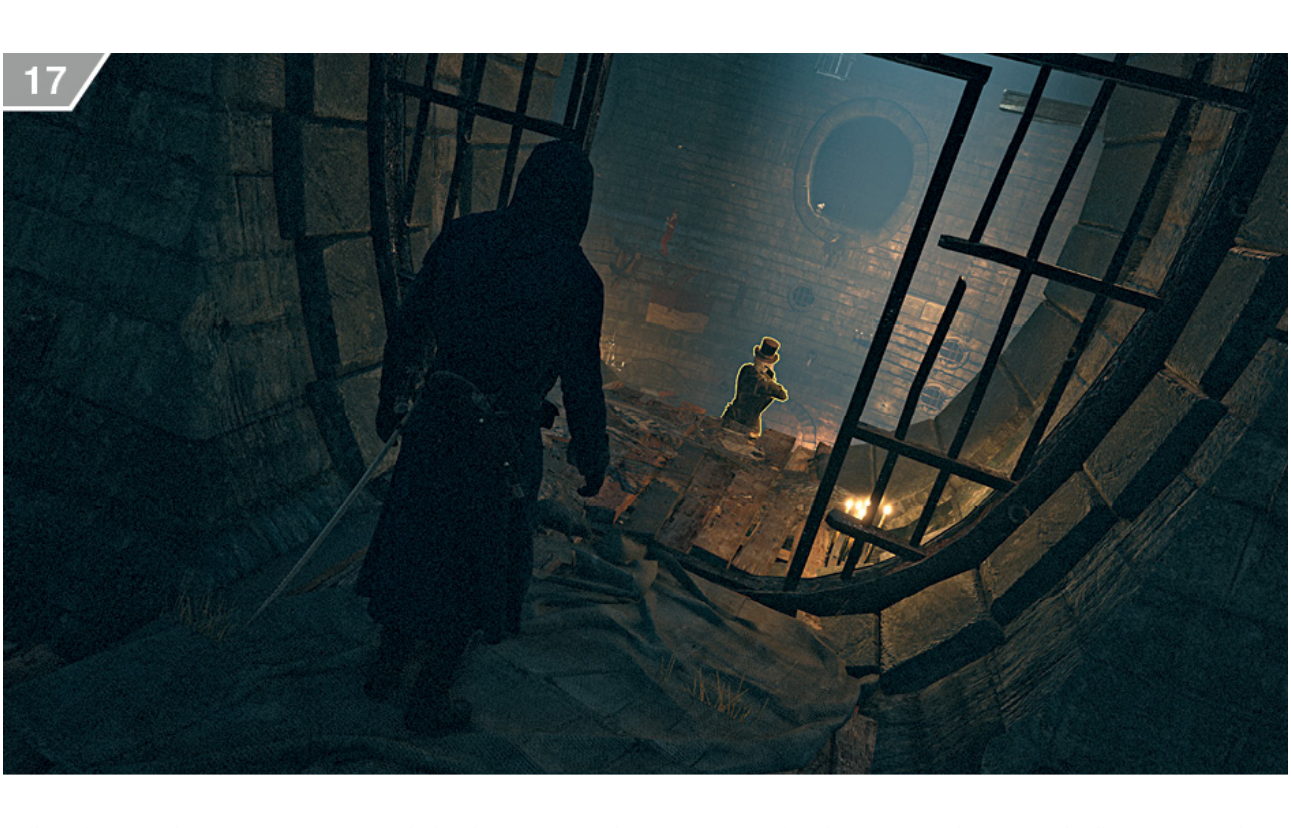
From this position, behind the throne, you can employ Eagle Vision to identify le Roi des Thunes on a platform overlooking his hideout.



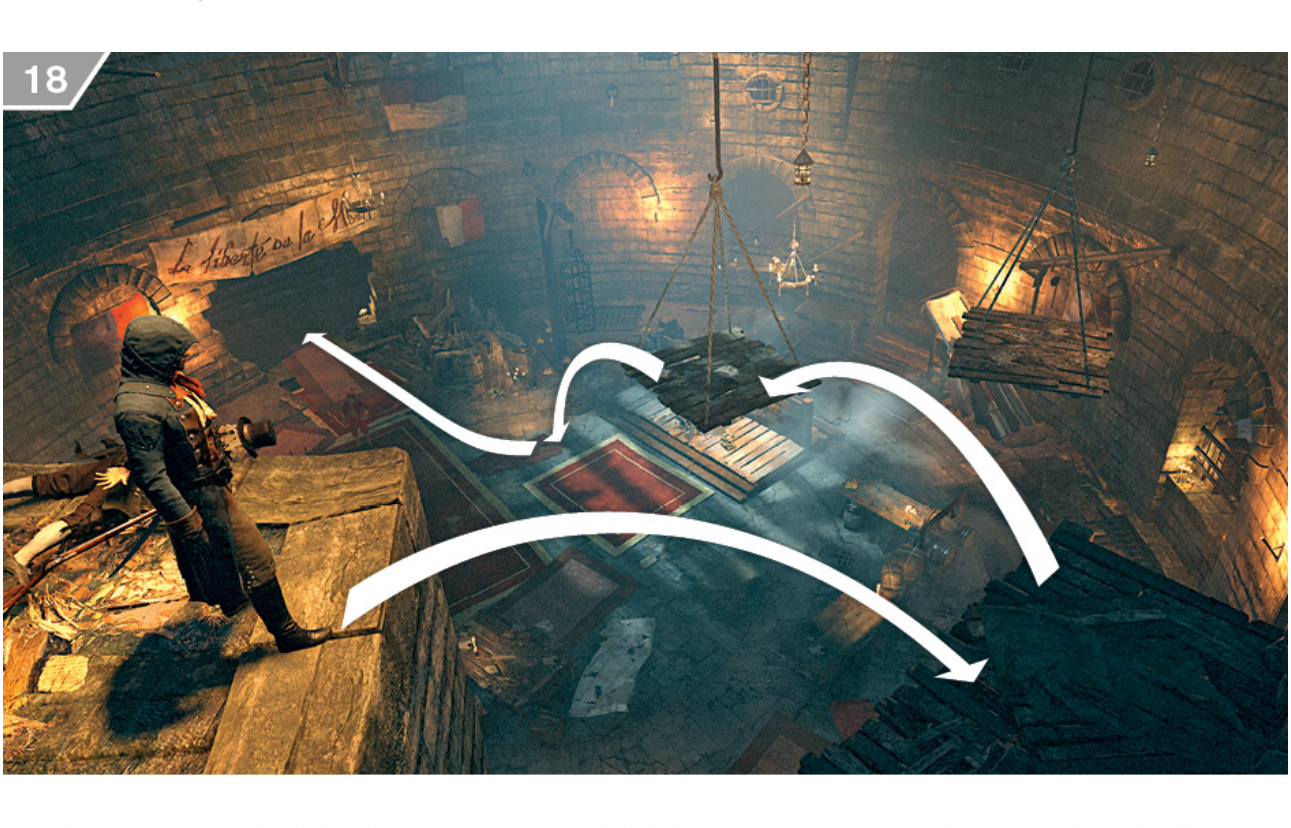
Climb the nearby ladder to reach the platforms lining the inner area of the hideout.



The king of beggars is located on a platform opposite your position. While it is technically possible to employ distraction techniques to ensure his gaze is averted, there's no actual need to do so. Instead, kill the hostile on the nearby platform and make a break for the locked door in the above screenshot. When you reach it, pick the lock.



Follow the tunnel to arrive at a position behind your target, then step forward and assassinate him: as with all missions of this ilk, the mortal blow must be delivered with Arno's Hidden Blade, but you can land an easy Phantom Blade headshot to advance the related Challenge.



If you have not yet completed the Challenge for Phantom Blade kills, you can do so with assailants on the lower level before you descend. Once you are ready, make your descent as shown here and follow the waypoint markers to escape from the sewers. The first stretch of tunnels leading to the exit is filled with guards but, thanks to your efforts above ground, the smoke greatly reduces their ability to detect Arno. Pay them a wide berth as you proceed on the linear path to the exit, using the map and mini-map to guide you along.

Walkthrough

Sequence 05

Memory 01/"The Silversmith"

Mission Overview

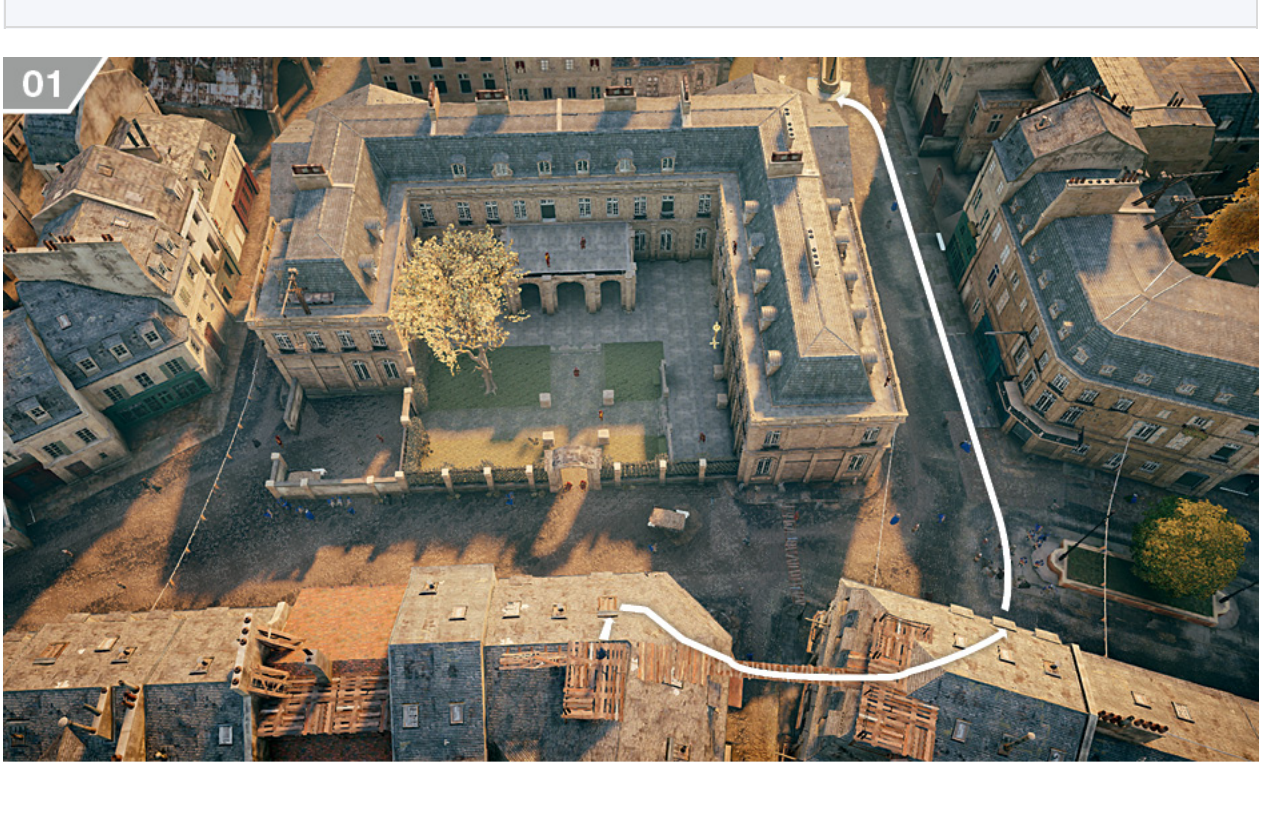
Challenges

- Lockpick four doors: see 03.
- Drive two Brutes berserk: see 07.

Notes & Further Reading

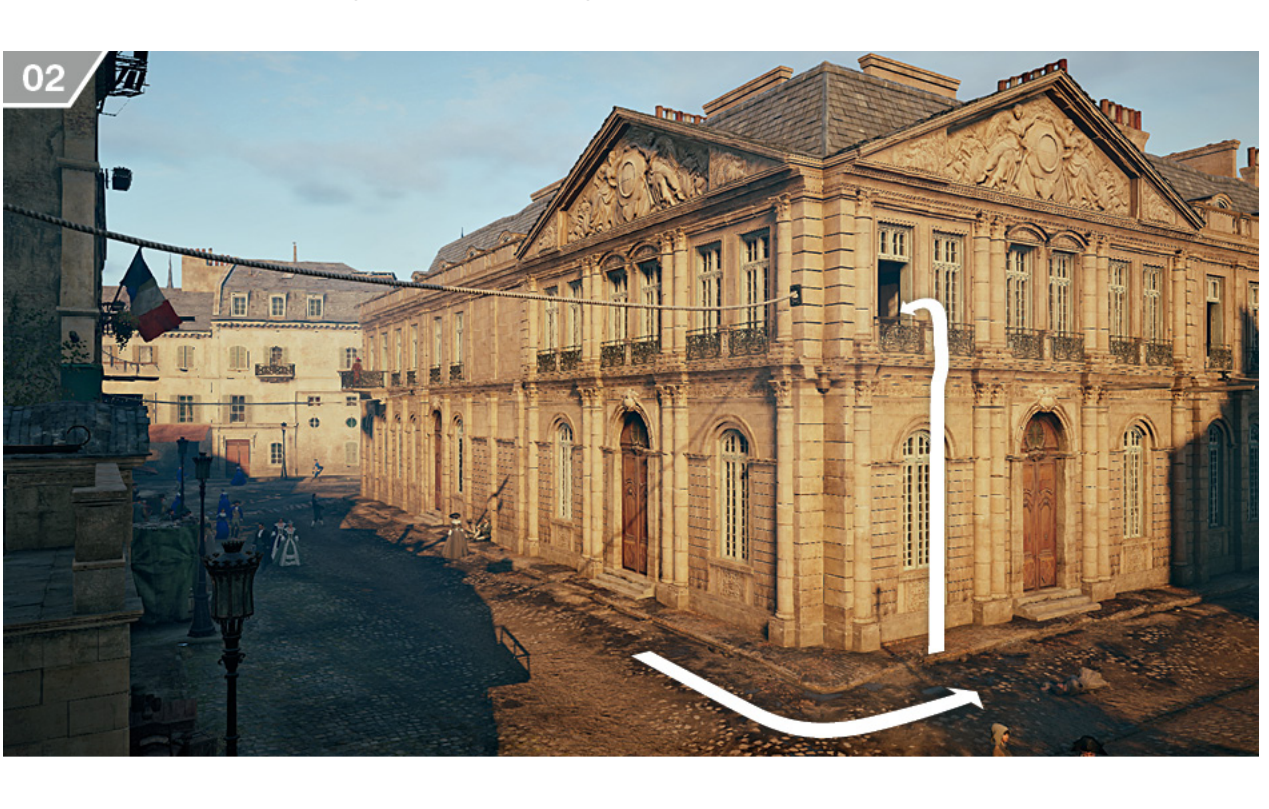
- If you have yet to do so, you must view the introductory cutscene of the Café Théâtre side quest chain before you can begin this memory. Go to the Memory Start icon outside and press ⊗ / Ⓐ at the door to trigger a cutscene.
- This Memory may mark your first encounter with the Defender enemy archetype. These are easily identified by the spears that they carry.

01



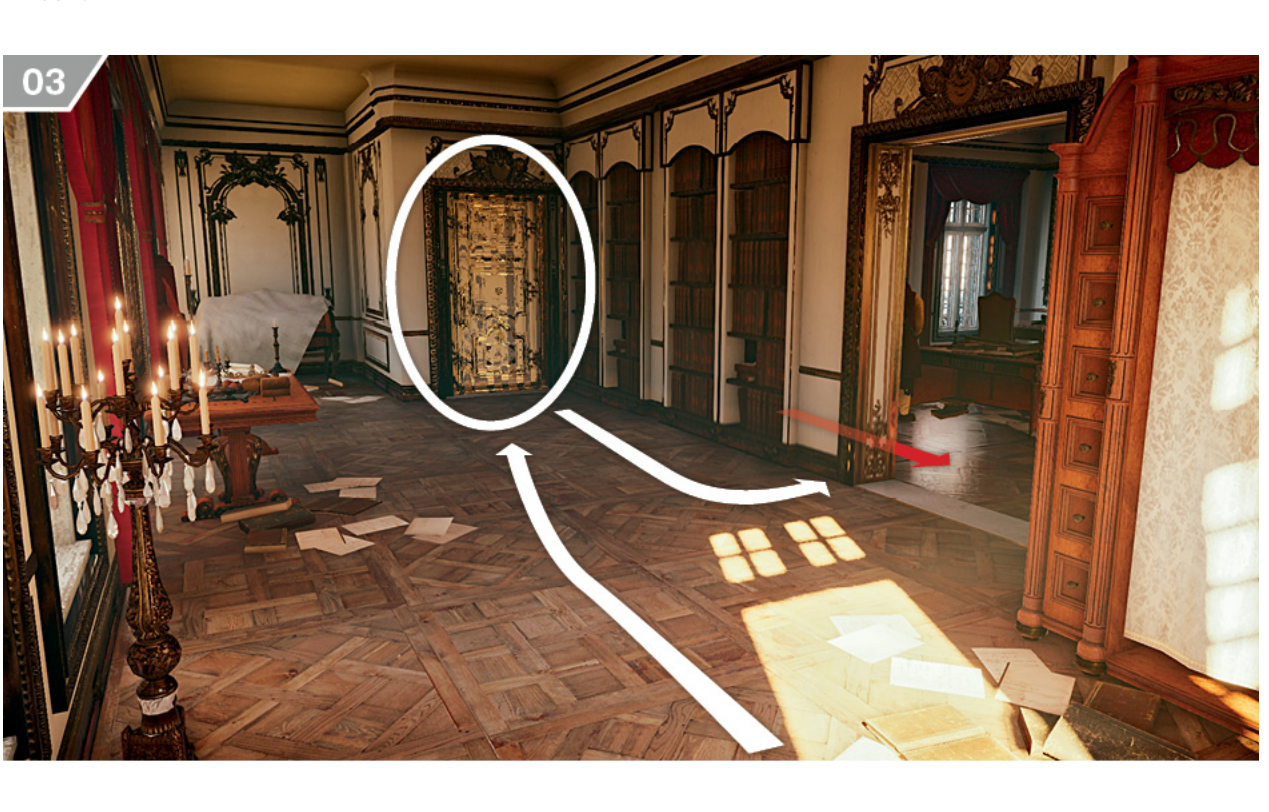
Enter the Brotherhood Sanctuary and activate the Council Report cinematic. When this ends, travel to the Memory Start marker. Germain is somewhere inside the building directly ahead of your position, but strolling in through the front door is clearly not an option. Instead, taking care to avoid patrolling Extremists, make your way to the rear of the house.

02



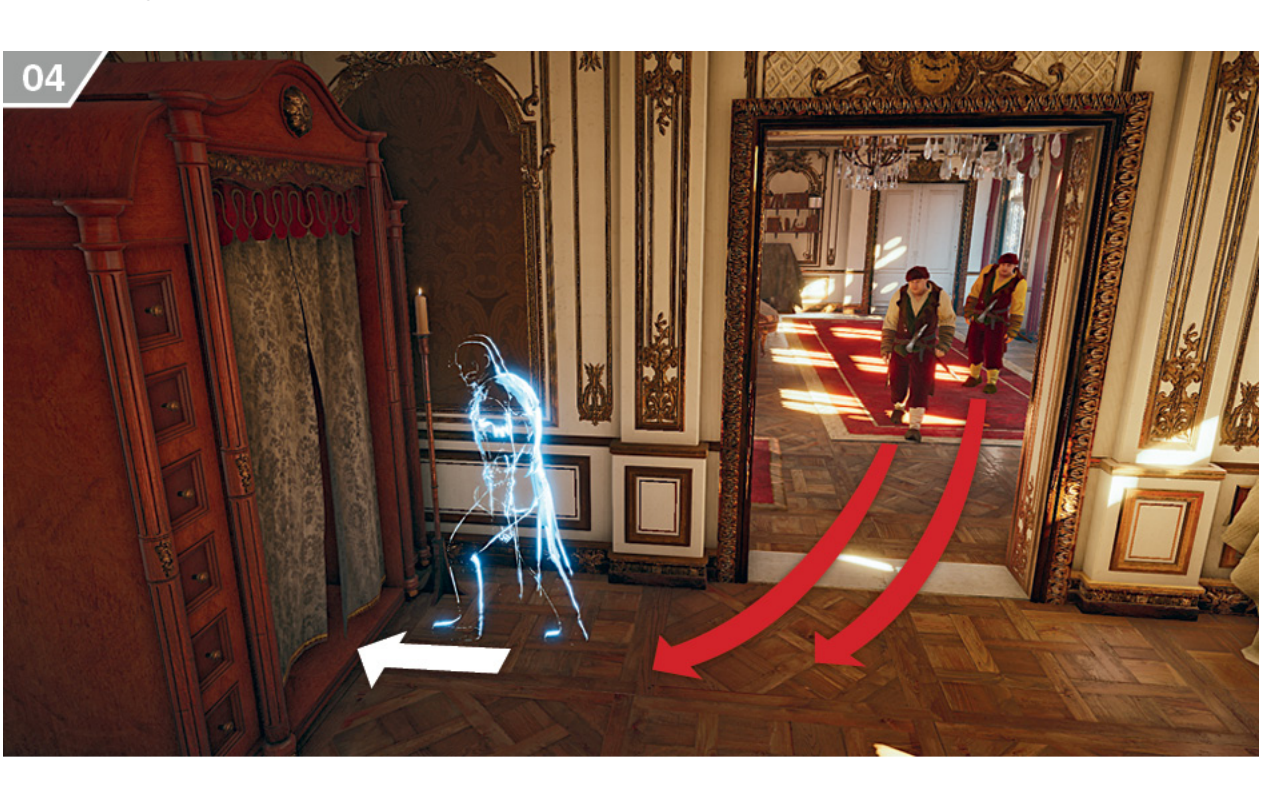
After ensuring that there are no nearby Extremist patrols, scale the northeast corner of the building to reach an open window.

03



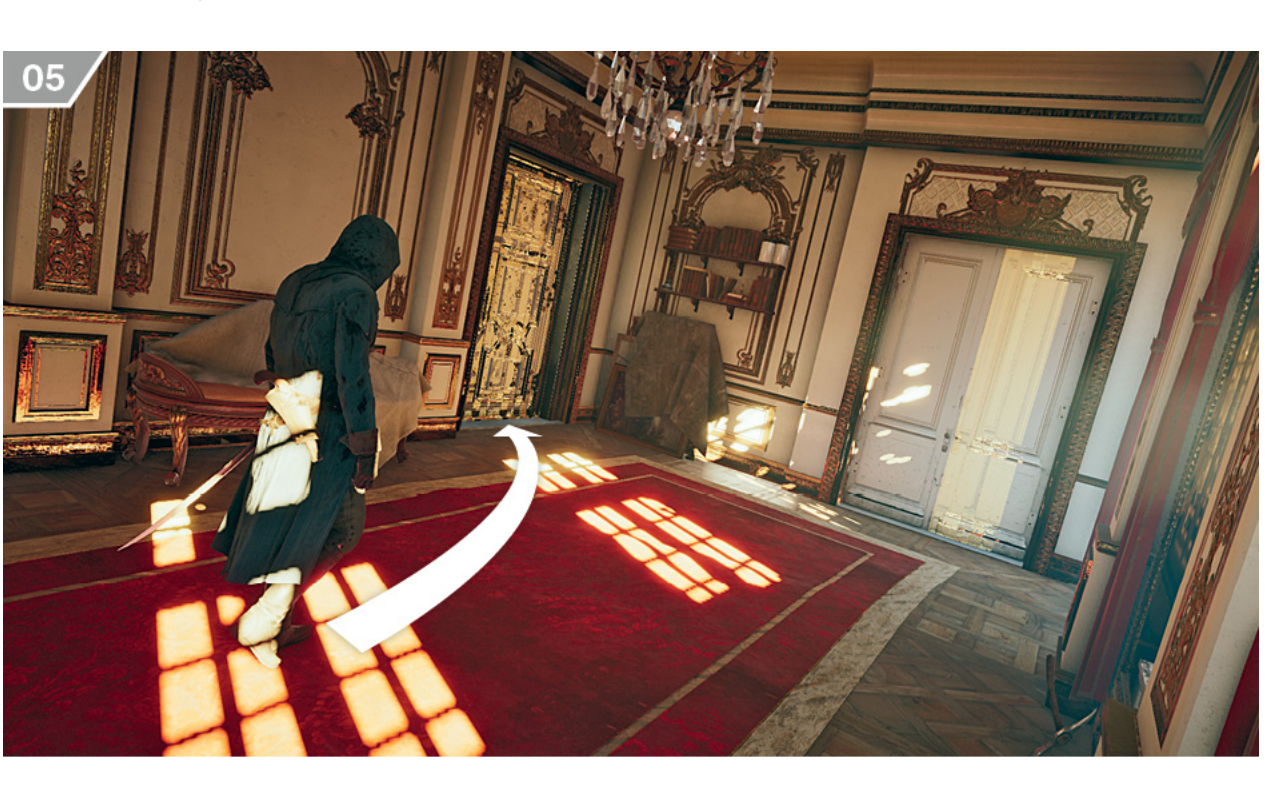
The first of four doors that you must lockpick to complete the associated Challenge is located in this room, so start by dealing with that. If you take cover at the left-hand side of the door leading to the room with three Templar hirelings, you can perform a cover assassination on one of the Extremists as he walks past. You can then sneak in to stealthily kill the Brute at the desk and a third target by a window.

04



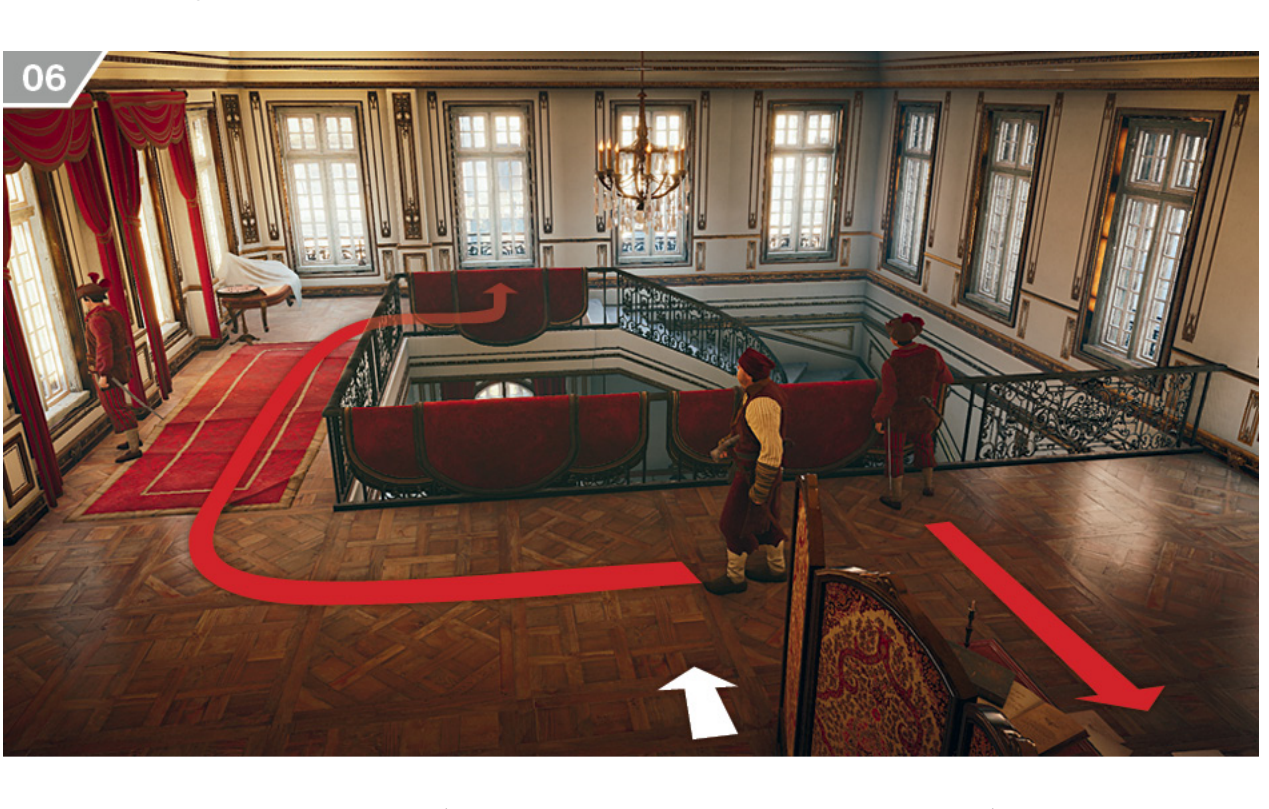
Sneak to the northwest through the next empty room along until you reach the hiding place shown on the above screenshot. Activate Eagle Vision to identify two Brutes standing guard close to a highlighted door. Stand in the open doorway to attract their attention, then slip into the hiding spot as they move to investigate (as illustrated). This will break up their routine and enable you to emerge and perform two quiet Hidden Blade kills as they walk away.

05



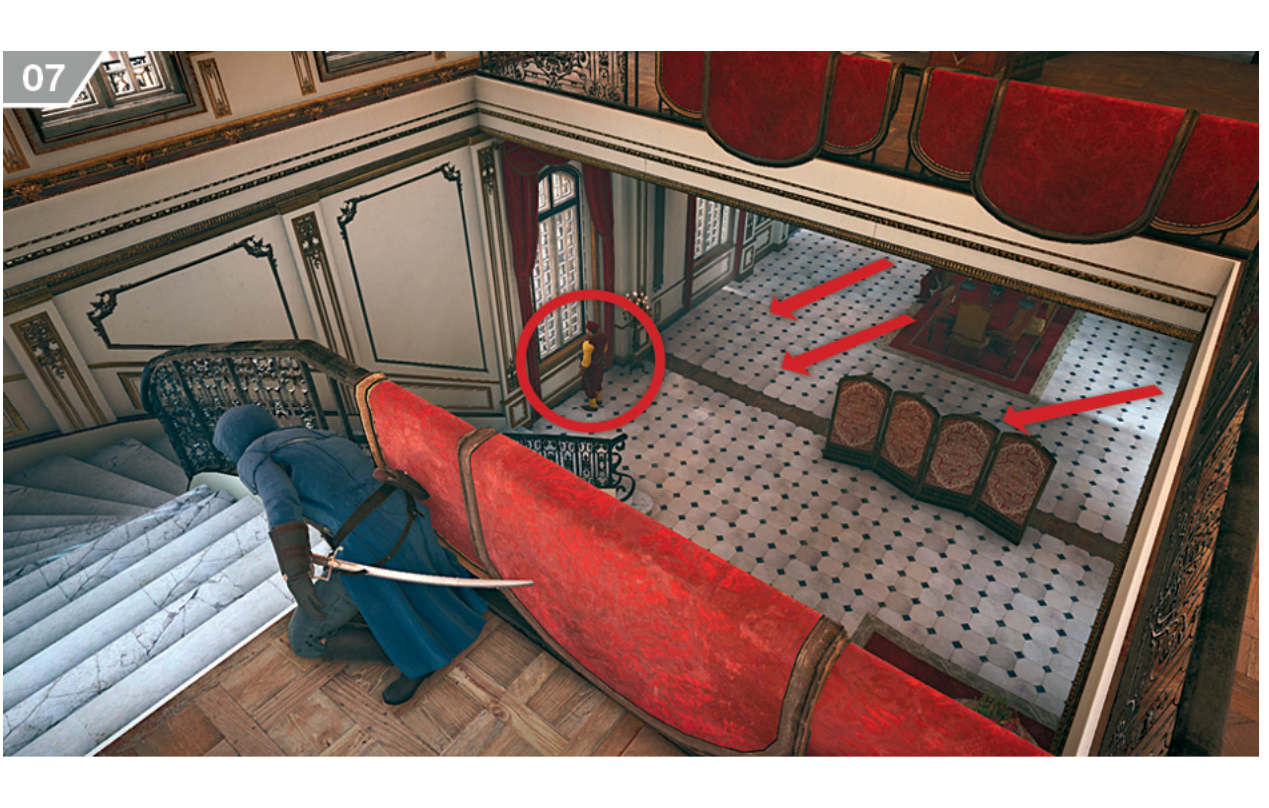
The double-door to the right leads to Germain, but do not open this just yet. Instead, pick the locked door to the left, collect the Artifact from the wall in the next room, then open the third locked door; note that there is a guard at the end of the corridor beyond, but you can easily step away before he detects Arno. You can then return to the previous room and interact with the double doors to meet Germain. The second stage of the Memory involves eliminating groups of Extremists in different areas of the building to enable Germain to escape.

06



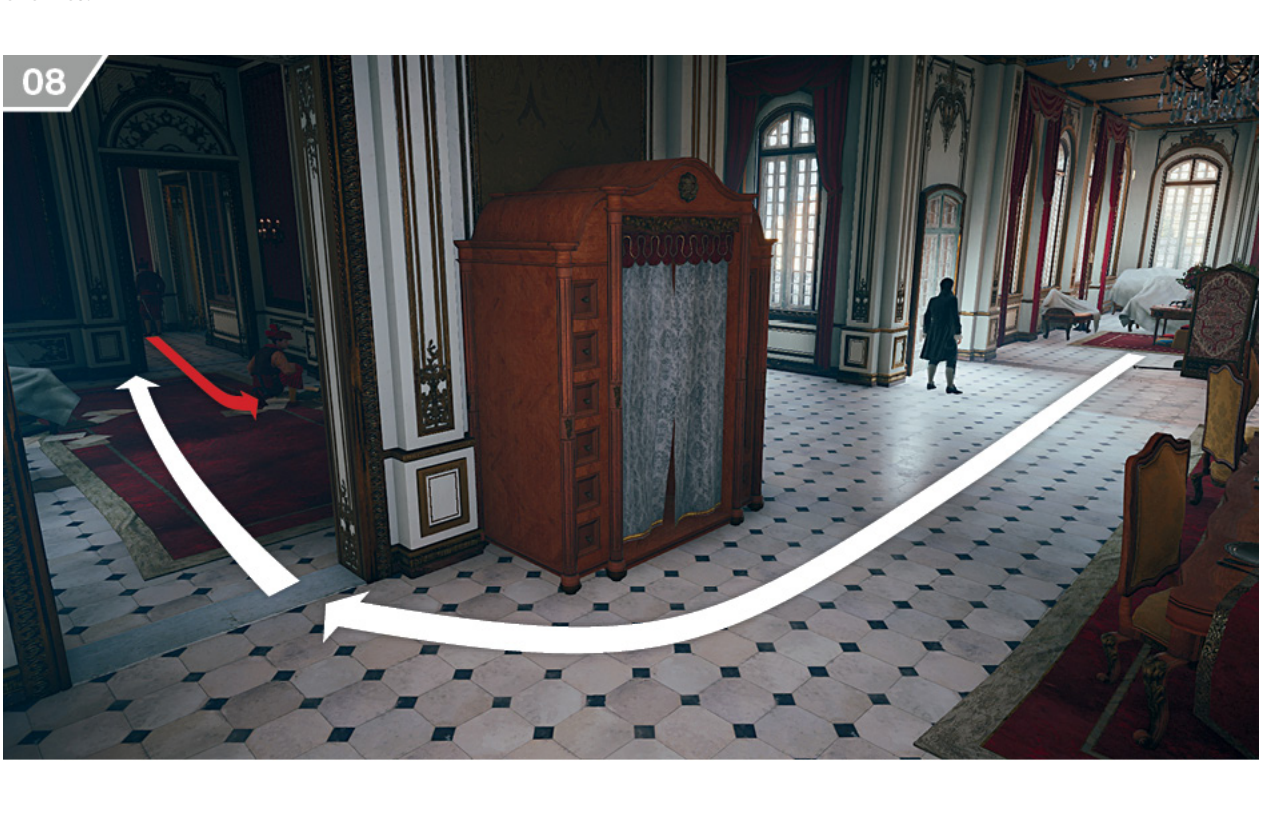
While there is no penalty for detection here (other than the usual risks associated with open conflict), there are efficient stealth-based approaches for each group of assailants. With the first three Extremists, activate Eagle Vision and wait for the Brute to walk towards the staircase. Now watch for the instant that the Extremist to the far right turns to walk away. This is the optimal moment to strike. Enter Stealth Mode and kill the aforementioned Extremist, then silence the second target standing by the window. You can then use the Phantom Blades to kill the Brute from a distance, or sprint to complete the job in person.

07



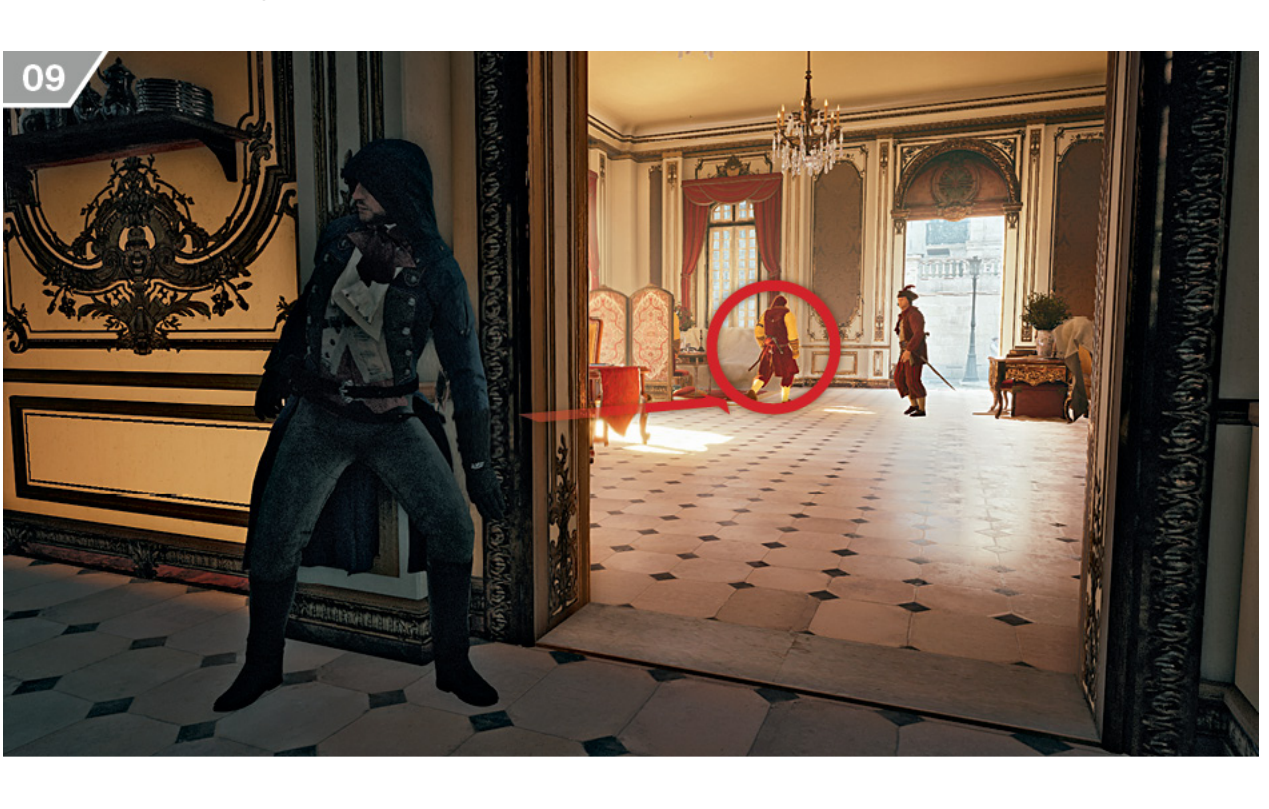
Germain will automatically move to the stairs once the first group has been eliminated. Move into the position shown here and watch the area below. Equip the Berserk Blades and fire at the Brute highlighted on the above screenshot (which also contributes to your tally on the related Challenge). When his associates run over to engage him, you can take the opportunity to quietly tip the odds in his favor with the Phantom Blades. Ensure that you save one Berserk Blade for a later group of enemies.

08



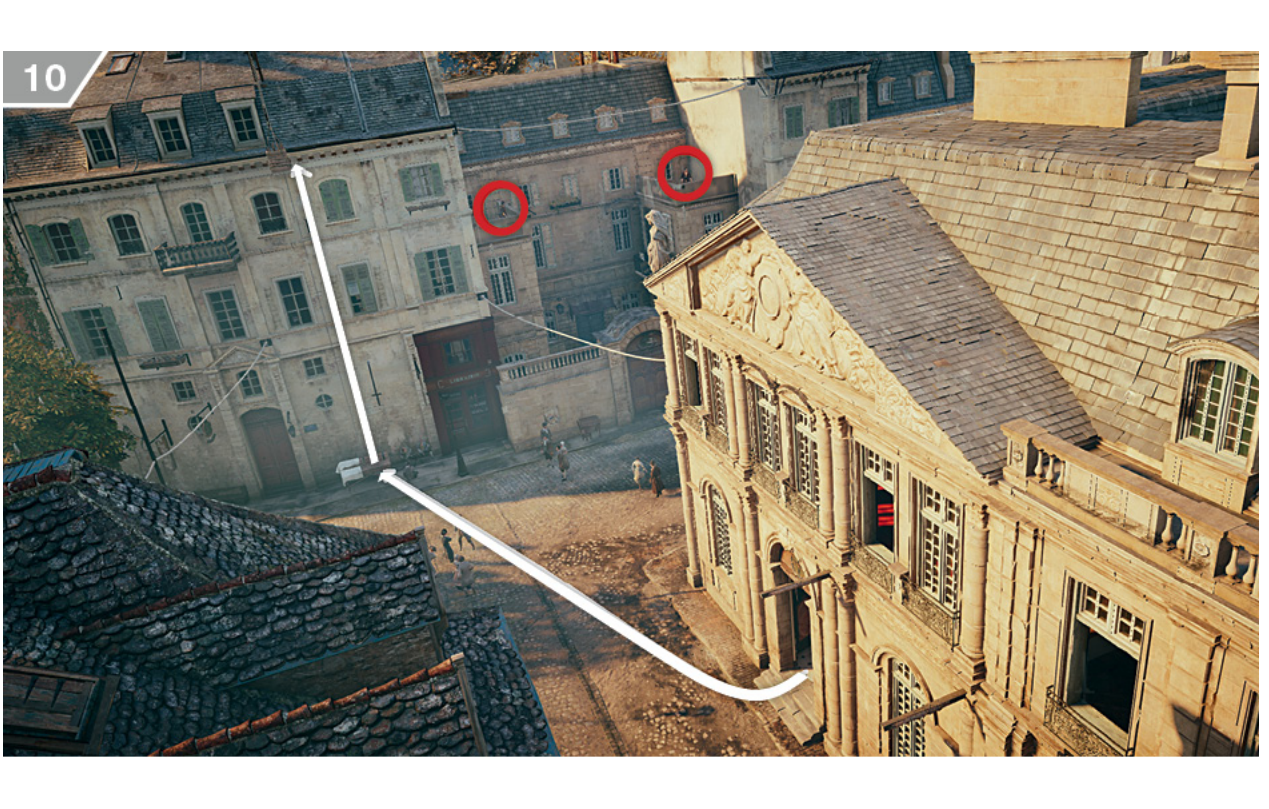
When all Extremists have been defeated, Germain will again move forward. Immediately follow him downstairs and head for the open doorway at the far end of the room. If you approach this position instantly, you will see an Extremist walk into the room just beyond your position. Sneak in behind him for a Hidden Blade kill, then take cover on the left-hand side of the next doorway (as shown on the screenshot above). When the Brute approaches, perform a cover kill; you can then neutralize the Extremist with his back to you. Before you head on to the fourth group of enemies, there is a door nearby to lockpick to complete the first Challenge.

09



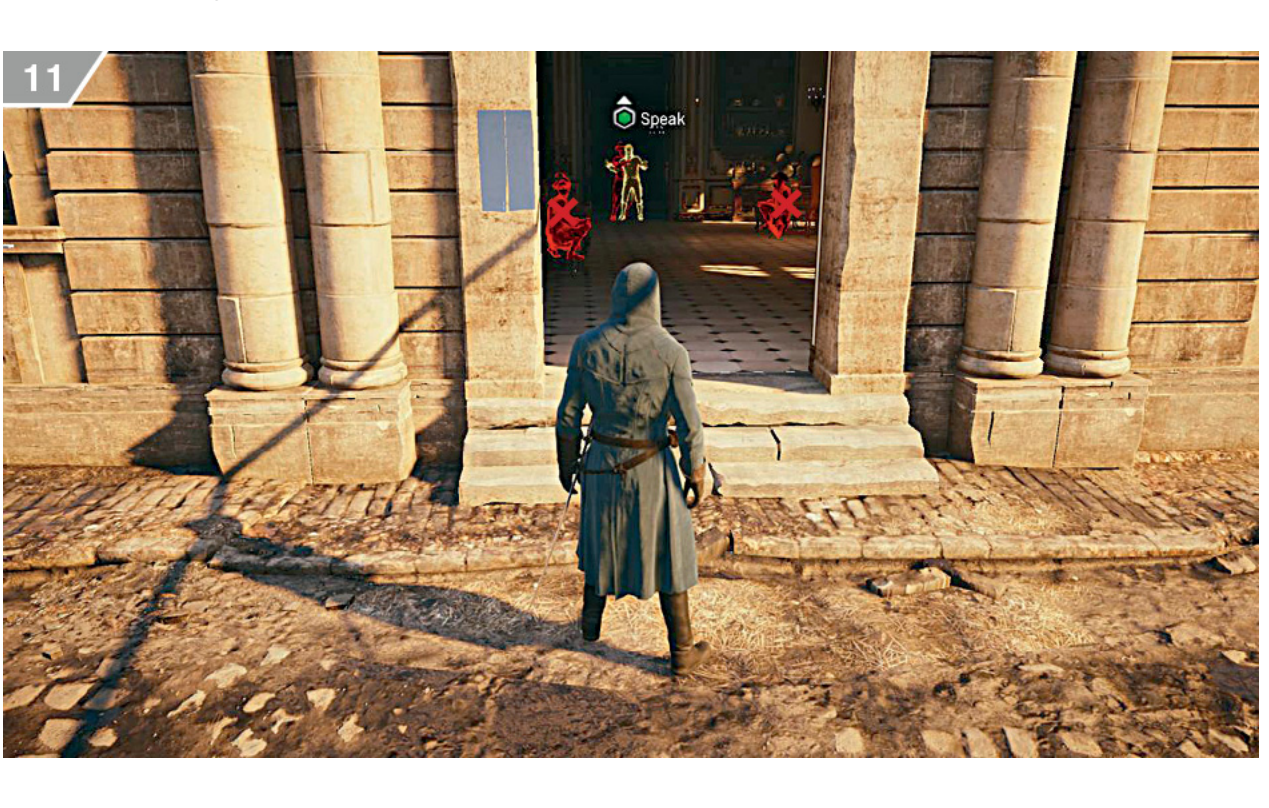
There are four Extremists in the final room. Take cover to the left of the door and use a Berserk Blade to hit one of the two Brutes (also completing the second Challenge). As before, you can use any remaining Phantom Blades to eliminate the Templar lackeys while they are distracted.

10



Your next task is to eliminate two sentries armed with rifles who overlook the exit. If you creep out with Stealth Mode via the side door (rather than running straight ahead into their direct field of view), it's possible to get behind cover before they identify Arno as a target. You can then use the convenient lift to reach the rooftops, and sneak behind them for quiet kills.

11



When you return to Germain, you will find him at the mercy of an Extremist. Ignore this for now: your priority is to defeat the other enemies about to ambush you in the room, including a spear-carrying Defender. Don't feel the need to fight fair, however: you can win this battle before it even begins. From just outside the doorway, identify the Extremists in crouched position with Eagle Vision, and eliminate them with Phantom Blade headshots (note that you can make a quick stop at the shop at the corner of the street if your stocks are low). A short cutscene will ensue. You should then follow Germain until the Memory's closing cinematic begins.

Memory 02/"La Halle Aux Blés"

Mission Overview

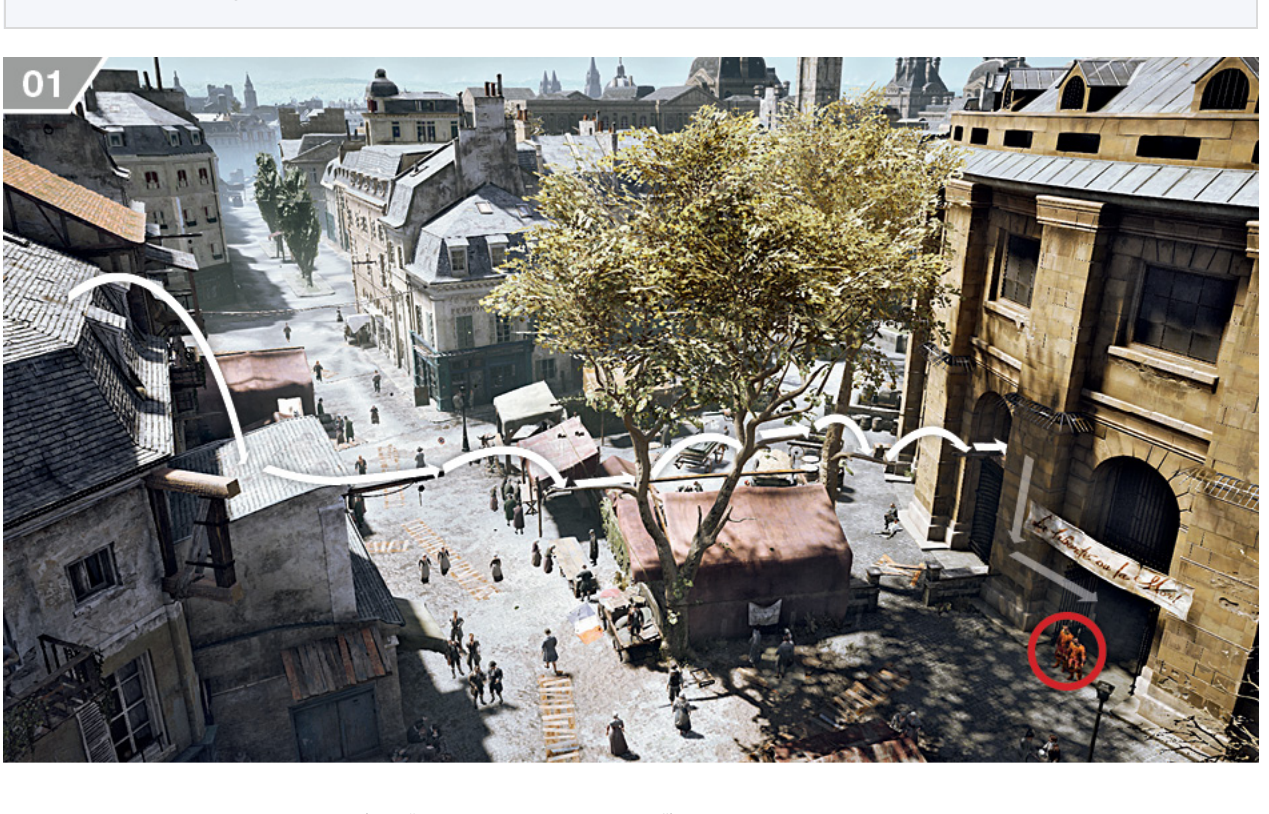
Challenges

- Three pistol kills: see "Notes & Further Reading".
- Slide under/over four objects: see 05.

Notes & Further Reading

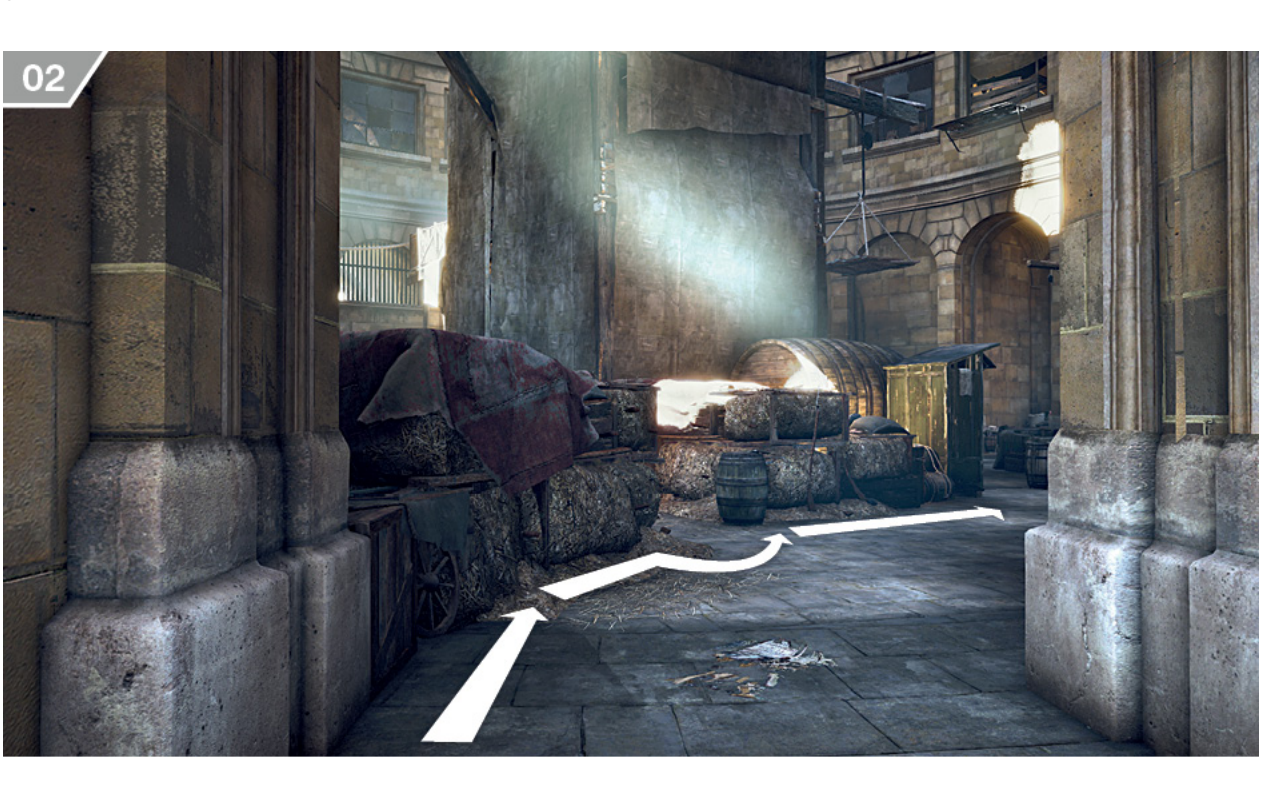
- The configuration of enemies in the mission area lends itself to a silent infiltration. If you wish to complete the pistol kills Challenge, we suggest that you snipe at patrolling Extremists from the rooftops close to your starting position before you enter the Restricted Area. Alternatively, you can leave this Challenge until a later replay and incorporate it into a gung-ho attack on the building.

01



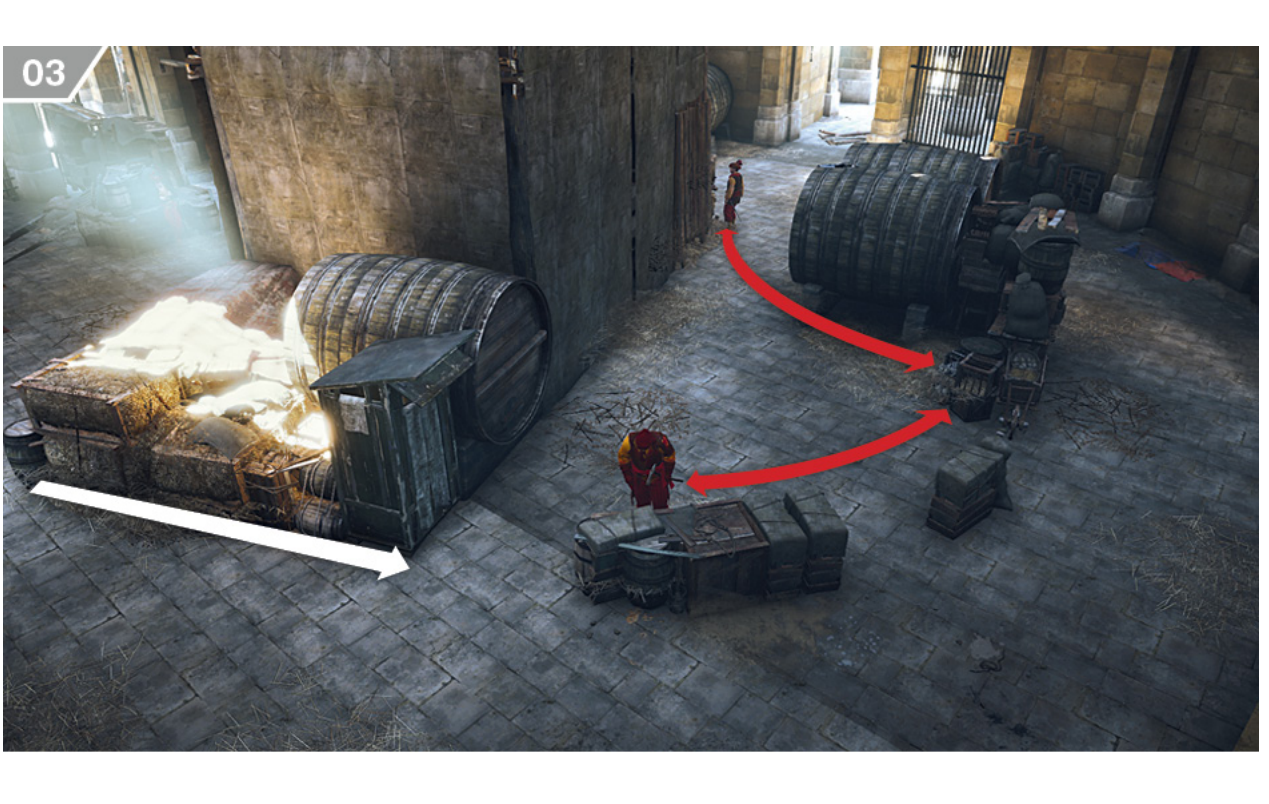
After completing the first Challenge (see "Notes & Further Reading"), you should begin your infiltration from your original starting position. Free run into the trees close to the southeast entrance as shown here to bypass the two Brutes standing guard at the entrance, then sneak behind them to the north.

02



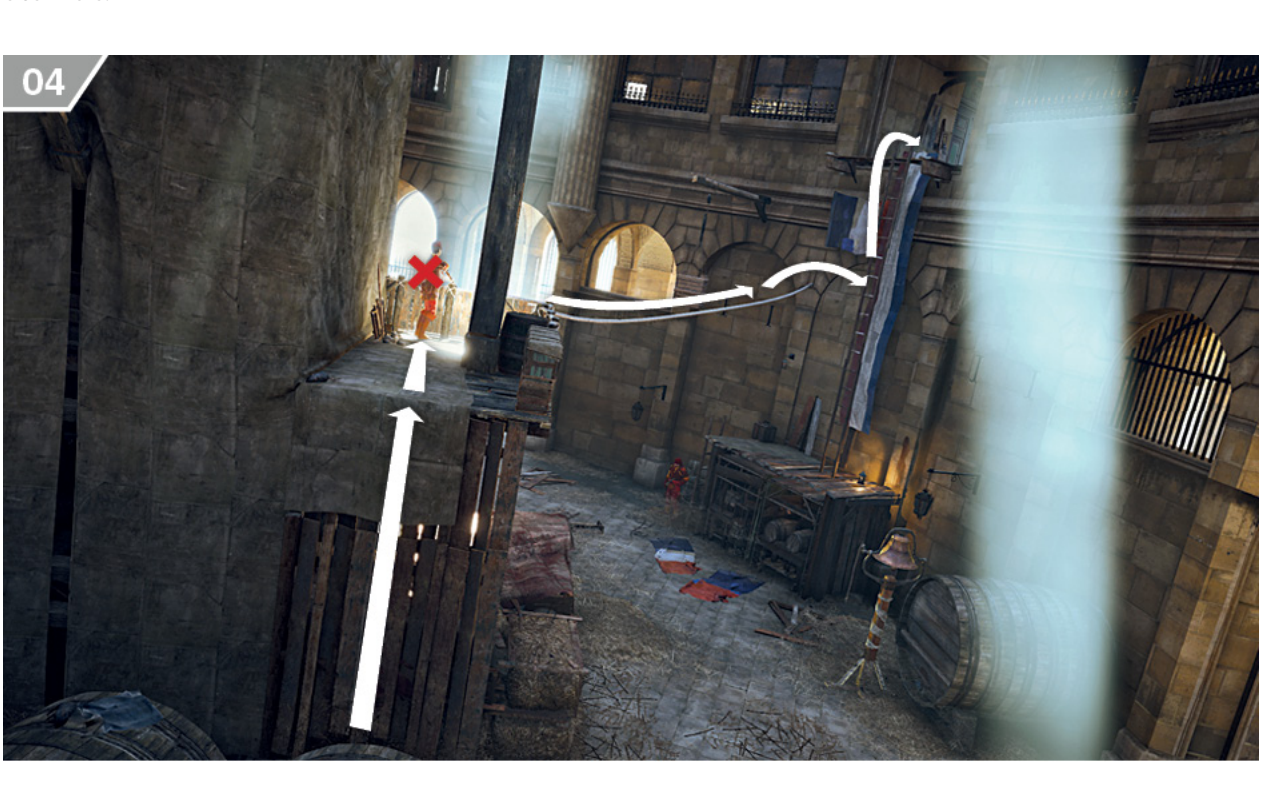
Take cover behind the weapon-filled hay bales and move along to the right. When you reach the gap, look at the next stack of hay bales and tap ⊗ / Ⓐ to swap cover while remaining incognito.

03



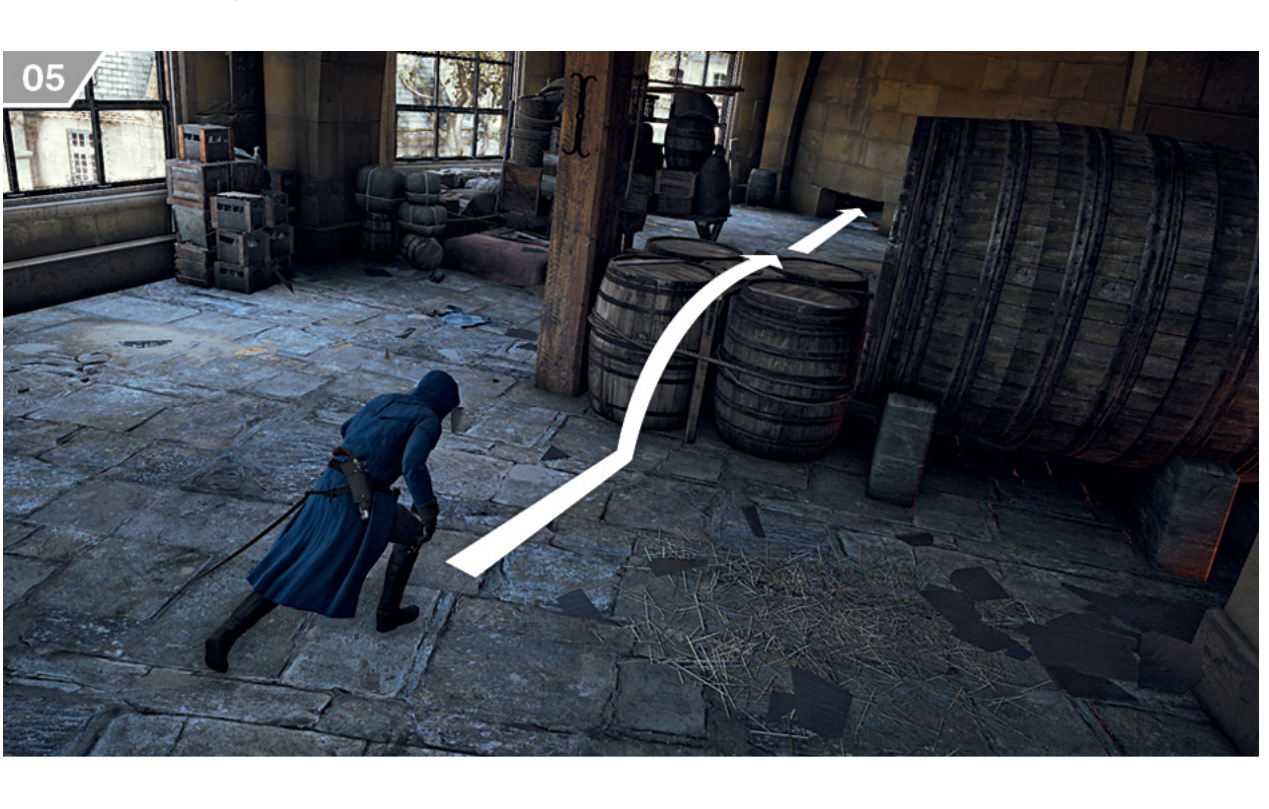
Wait and watch when you reach the hiding place at the end of the stretch of cover. The two Extremists in this area periodically move on the routes illustrated on the above screenshot. You can either wait until they both face away at the same time and run in for fast Hidden Blade kills, or – less risky – hit them with Phantom Blades from cover when they are looking elsewhere.

04



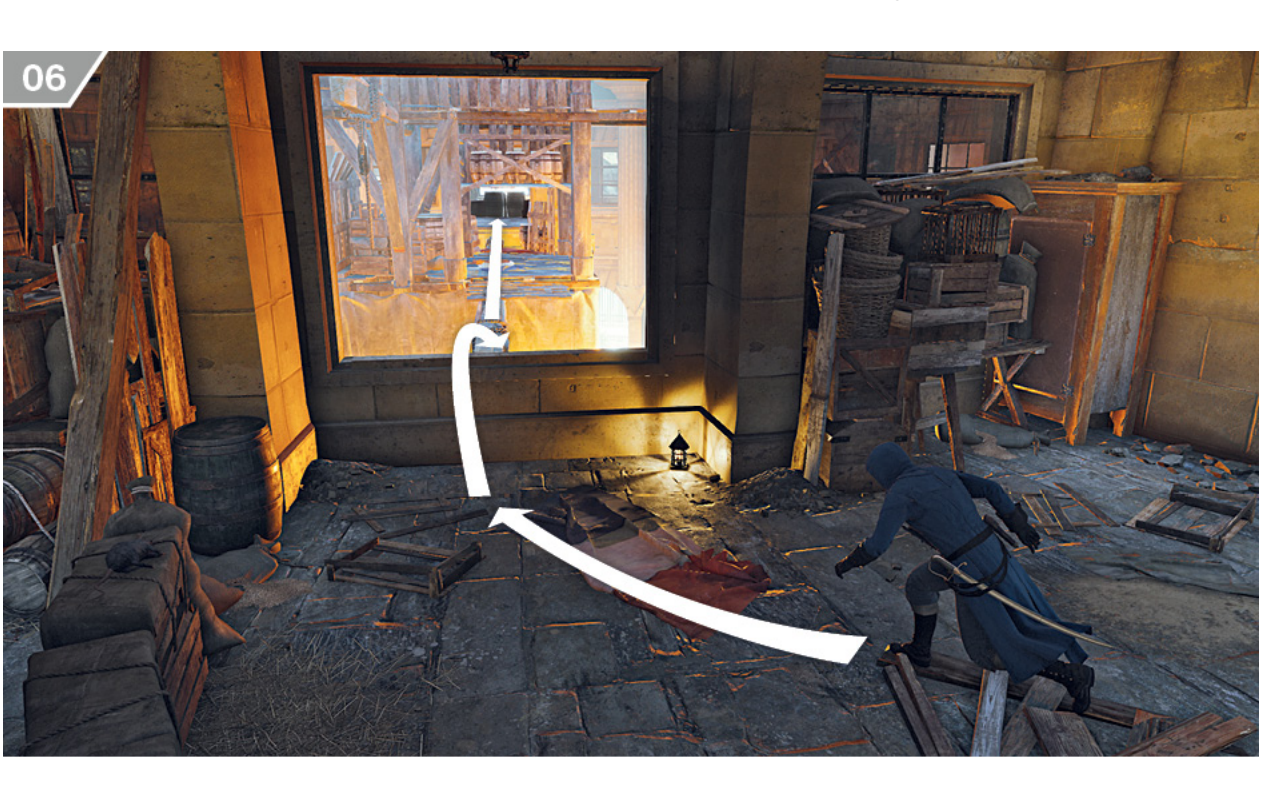
Climb the nearby wooden wall behind the two giant kegs, incapacitate the marksman, then follow the route shown in the screenshot (move quickly along the rope to avoid detection by a Brute below) to reach the room at the top of the ladder. Inside, examine the ledger on the table.

05



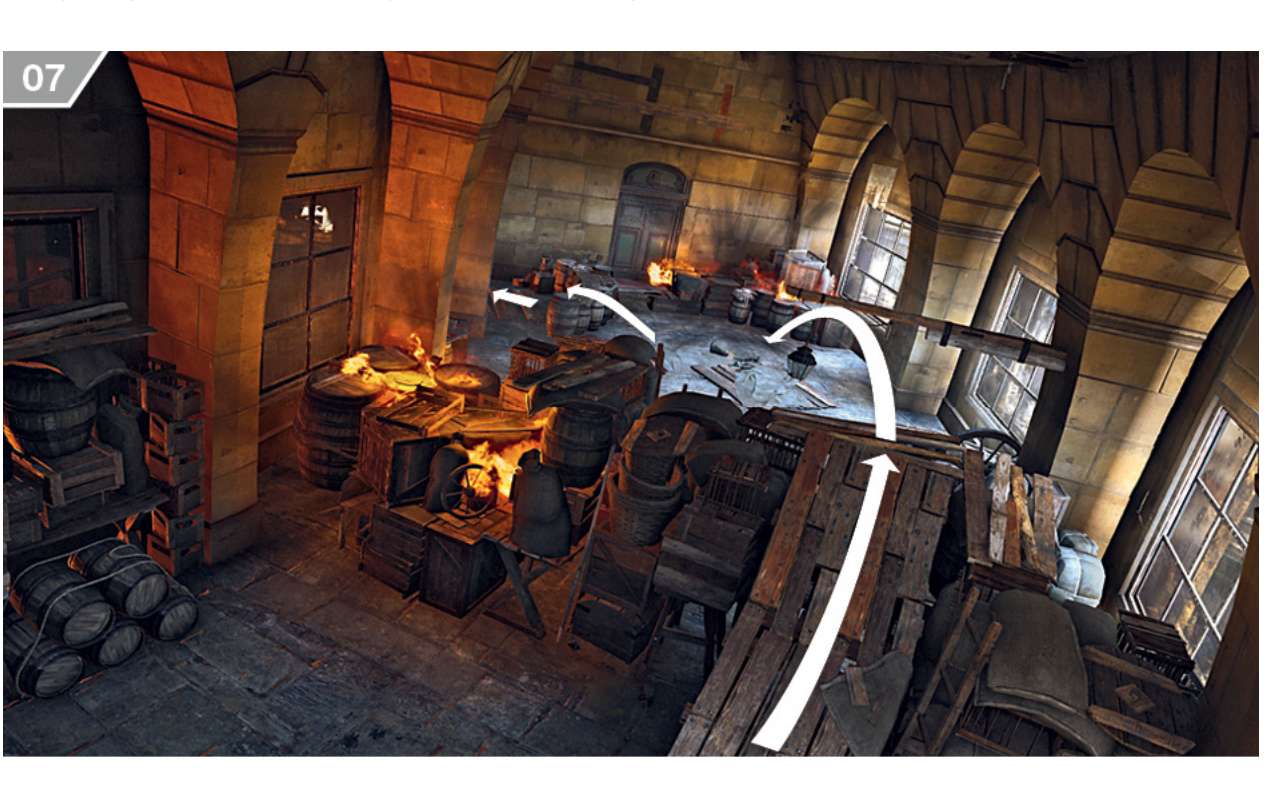
After the cinematic, run through the door next to the desk and into the next room. The second Challenge of this Memory becomes active at this point. When you reach the position shown here, hold ◎ / Ⓑ while running to slide over the four barrels. Use the same command when you reach the hole in the wall beyond to slide through it.

06



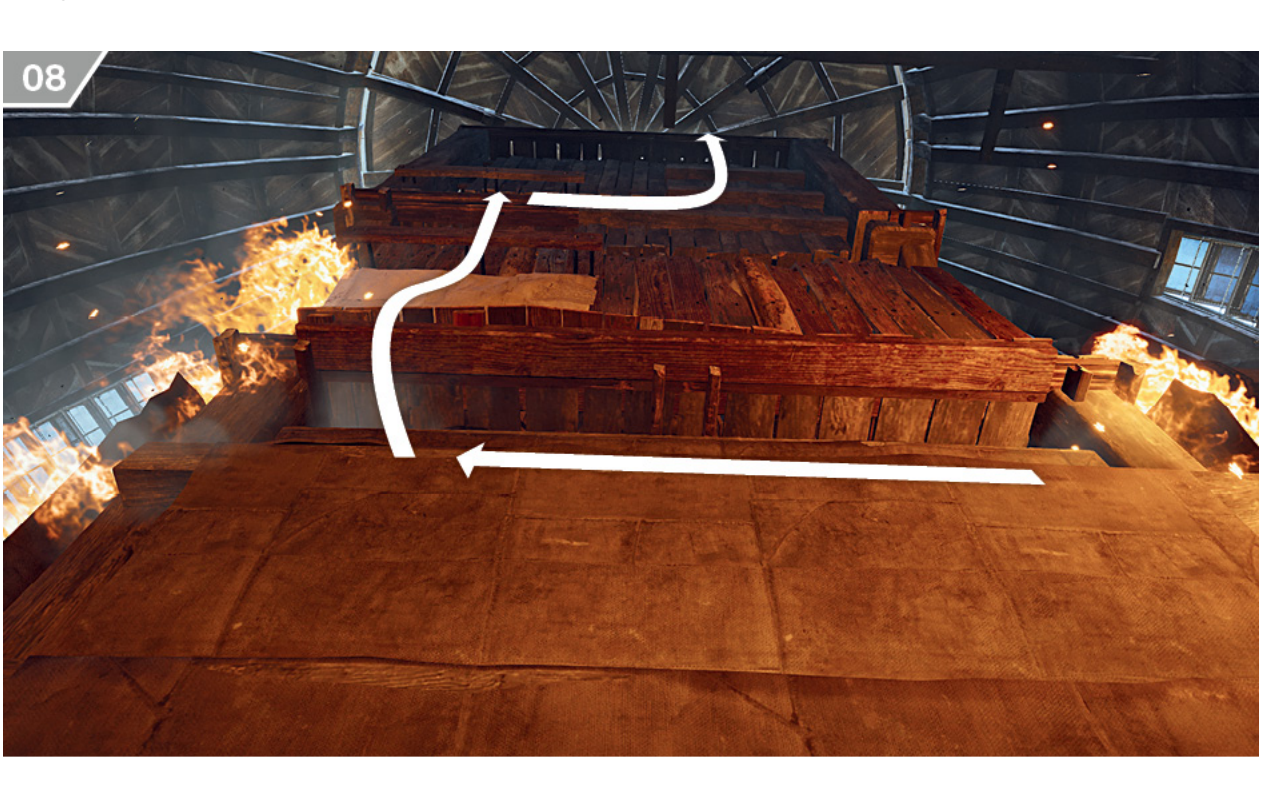
Head for the open window and leap through it. When you reach the central area of the building, hold ◎ / Ⓑ again to slide through the gap. On the opposite side, jump over to the opening directly ahead.

07



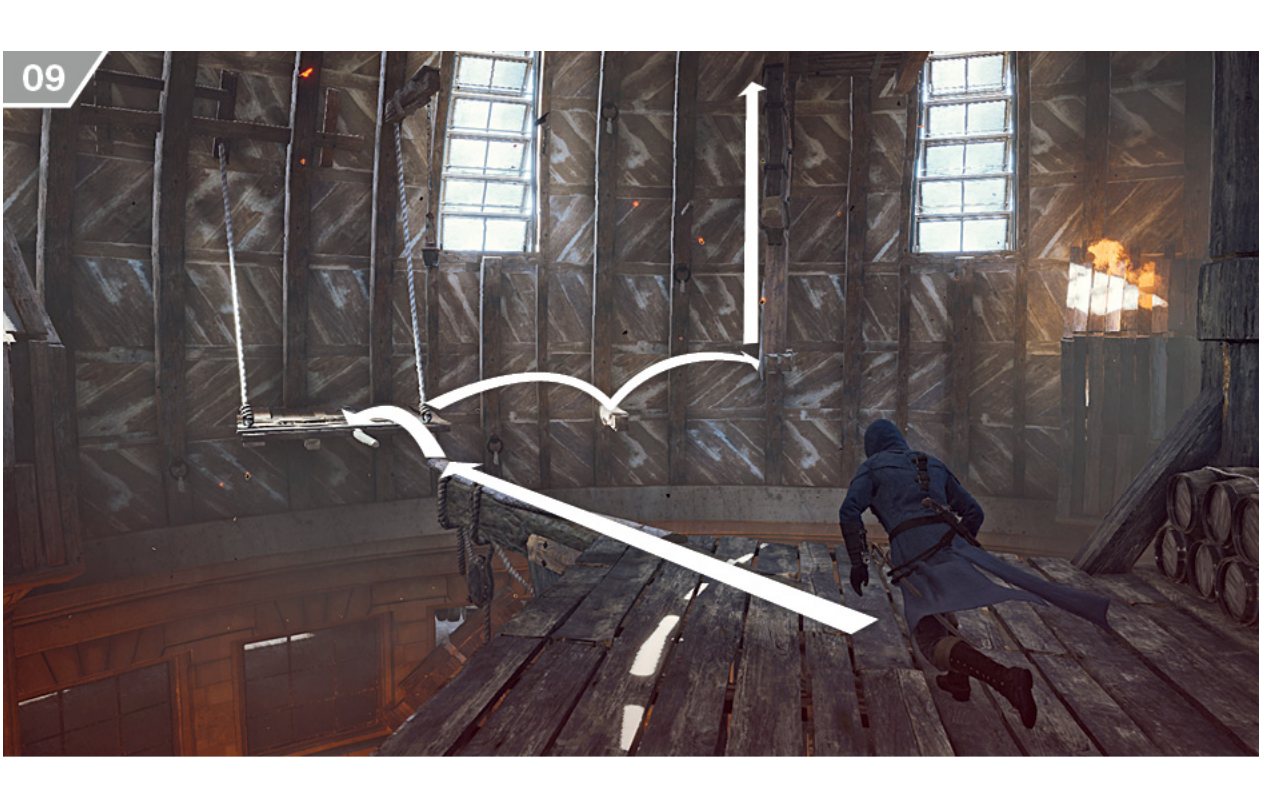
Run through the next room until you approach a wall, then sprint towards the barrels and hold ◎ / Ⓑ to slide over them (and, if you have successfully executed all slide opportunities, complete the Memory's second Challenge). You can then leap through the window to reach a platform.

08



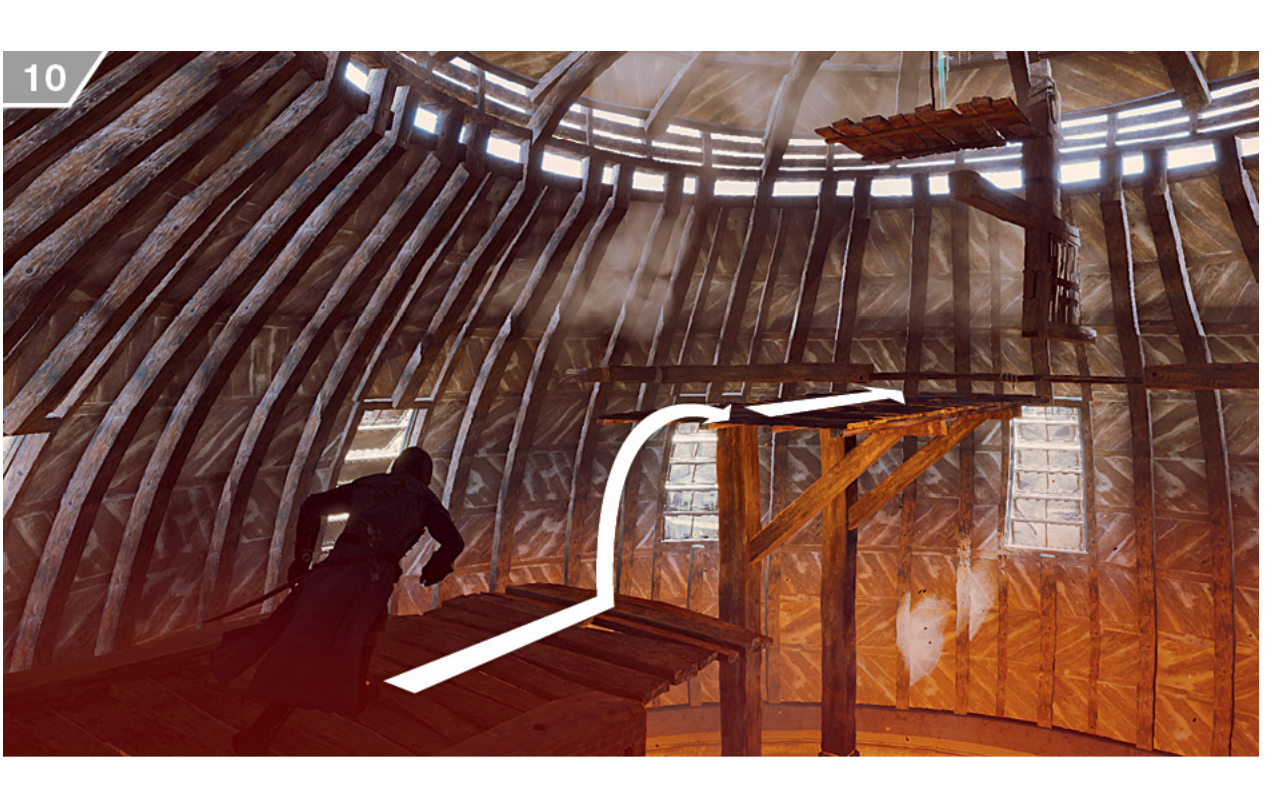
Jump to the wooden structure and use the beams to reach the top.

09



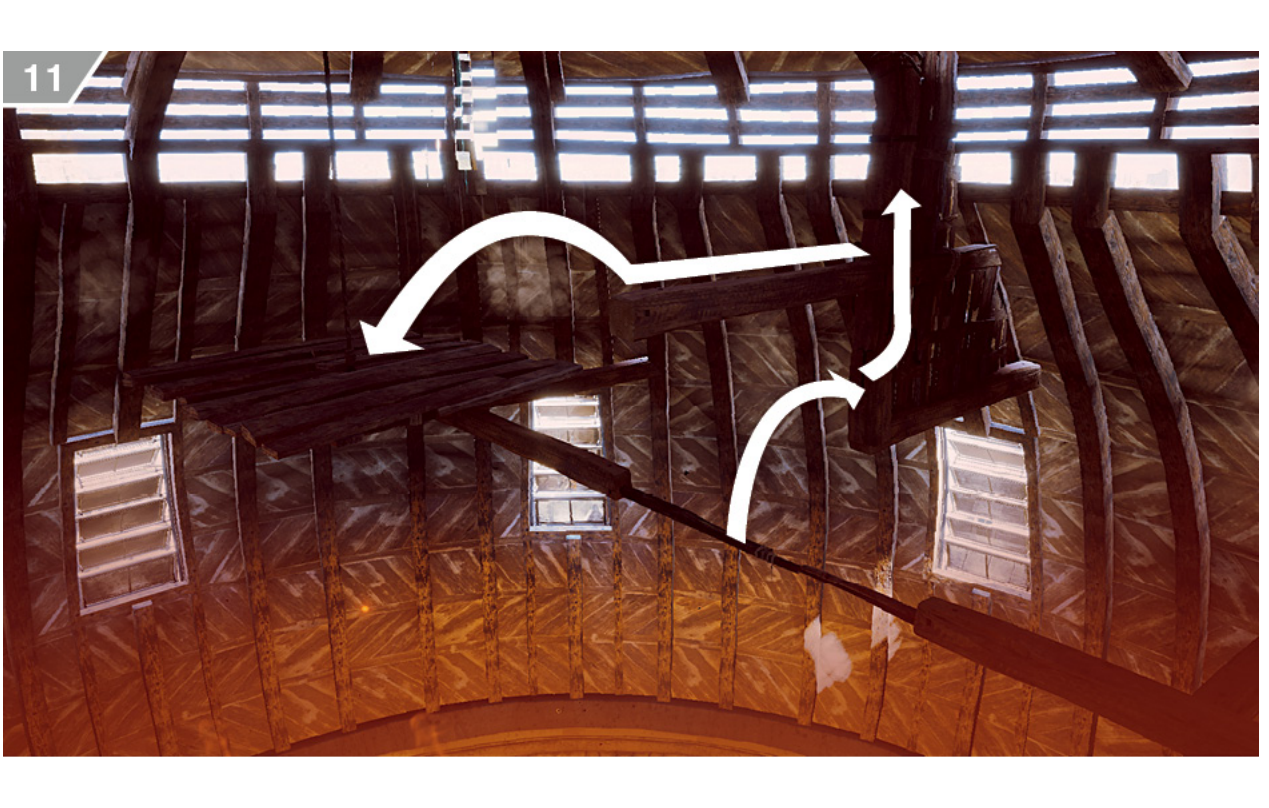
Leap over to the platform suspended against the wall, then turn right and hop onto the beam. You can then jump to the wooden wall and climb to the top.

10



Jump from the ramp before it falls to catch the wooden pole.

11



Finally, climb via the route shown here to reach the topmost platform and trigger the closing cinematic.

Memory 03/"The Prophet"

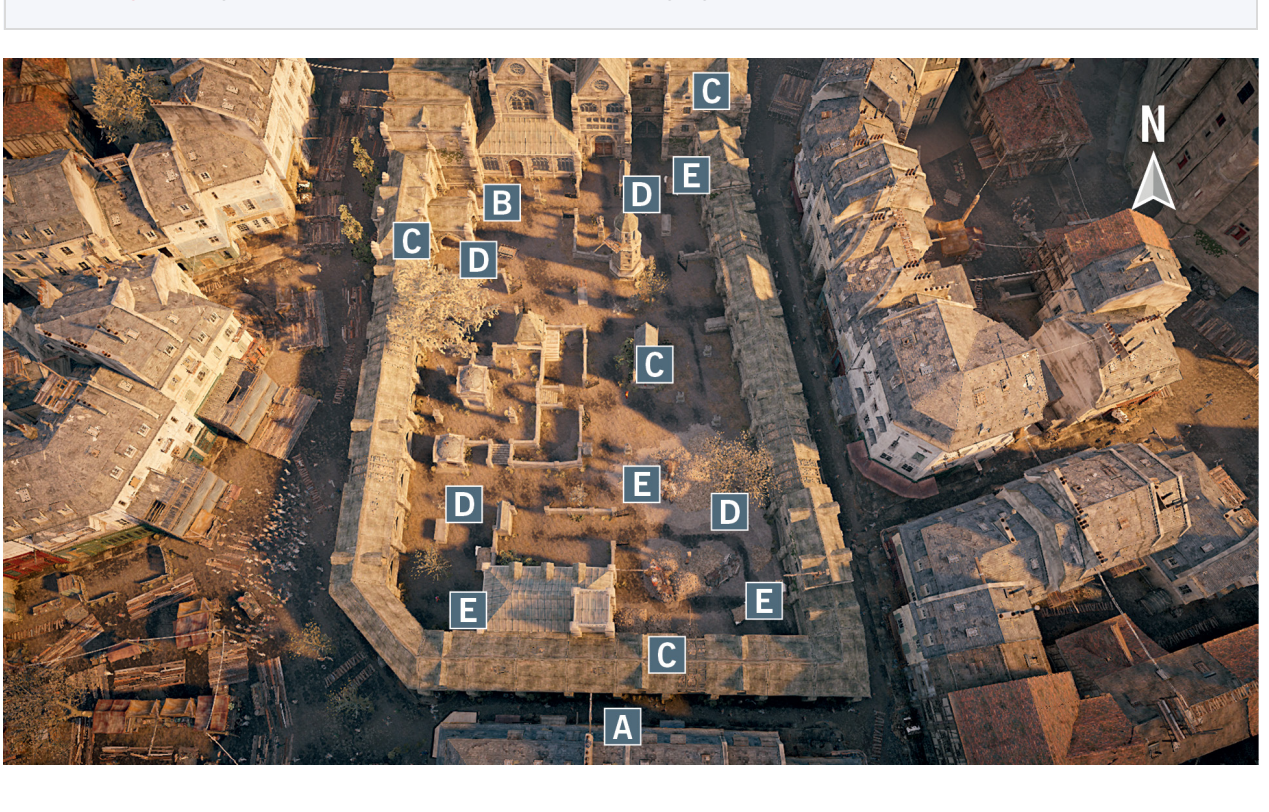
Mission Overview

Challenges

- Sabotage four alarm bells: see 03.
- Three cover kills: see 06.

Notes & Further Reading

- As with all signature assassination missions of this kind, there are multiple approaches. The solution that we detail in our walkthrough is designed to minimize potential conflict, but we highlight other possibilities on this map.



A This is Arno's start position. The assassination begins with an opportunity to reconnoiter the lightly guarded graveyard during the day, completing tasks and investigating the area in preparation for the second stage of the Memory. Once you are ready, you can conceal Arno in any of the available hiding places to advance the story to the arrival of Lafrenière and his guards in the evening. Arno will begin this second stage in the hiding spot of your choosing.

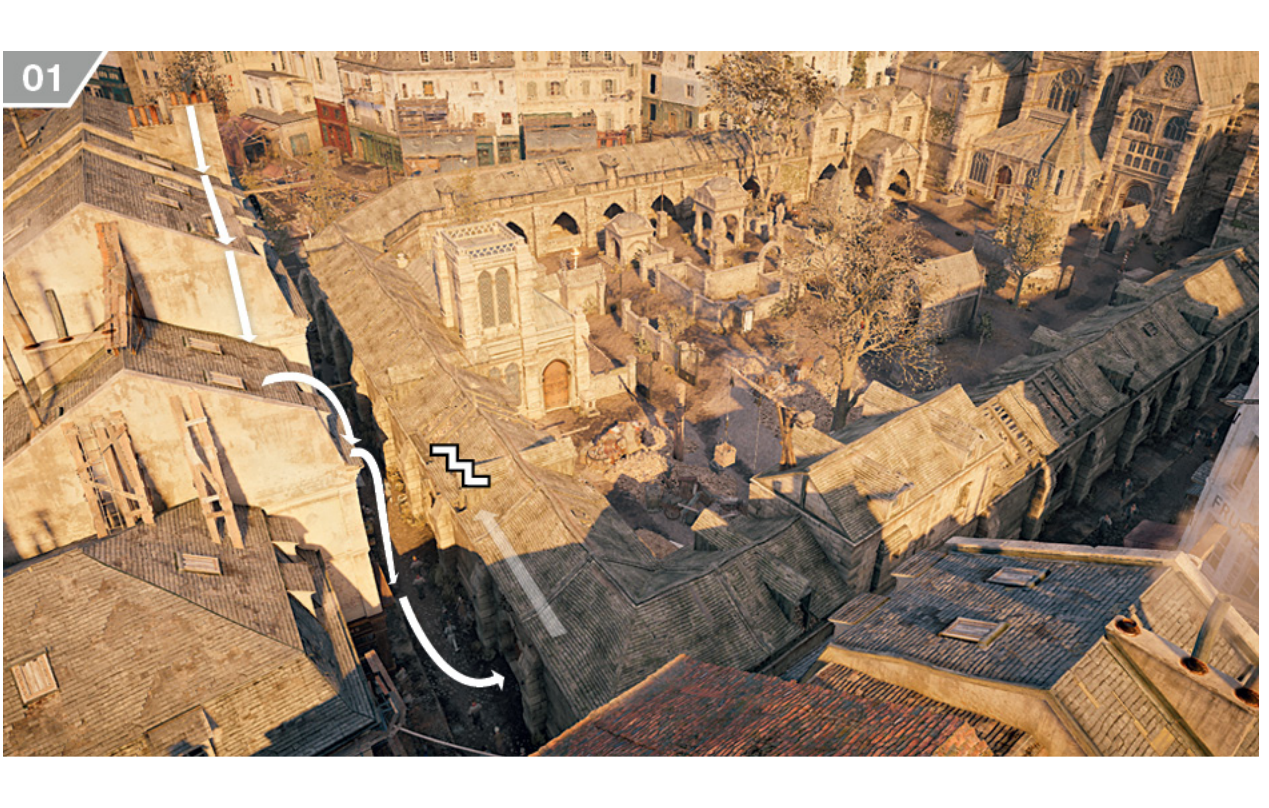
B Plans documenting the security arrangements for the evening's meeting can be stolen from this location. Once collected, you can activate Eagle Vision to see red footprints that indicate the prospective locations of guards, and yellow footprints that reveal the route that Lafrenière will take whilst rallying his troops.

C During the first stage of this Memory, you can use any one of the underground entrances to reach catacombs beneath the graveyard to secure the "assistance opportunity" for this assassination. At the position marked by a waypoint, Templar henchmen are poised to attack gravediggers. If you intervene and save them, they will appear next to the central underground entrance during the evening. If Arno is attacked in their vicinity, they will rush to his aid to repay his earlier favor. Saving them also removes Lafrenière's two bodyguards, which makes his assassination easier.

D There are four alarm bells in the graveyard. To complete the first Challenge of this Memory, you must sabotage all four before you advance the story to Lafrenière's arrival.

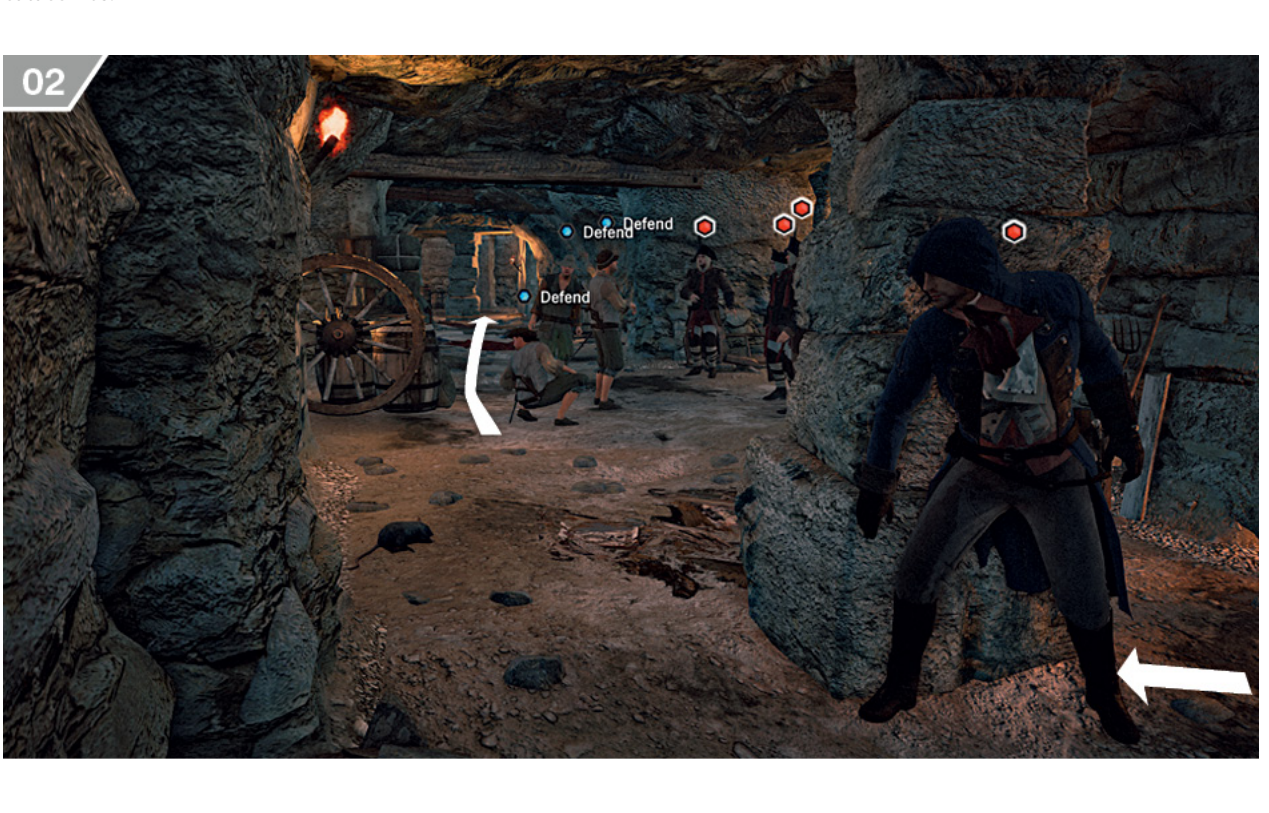
E These are the most appropriate hiding places. The hay carts all offer different approaches to the second section of the Memory, but the hiding spot close to the central underground entrance (**C**) offers the most elementary solution: Lafrenière walks directly past it...

01



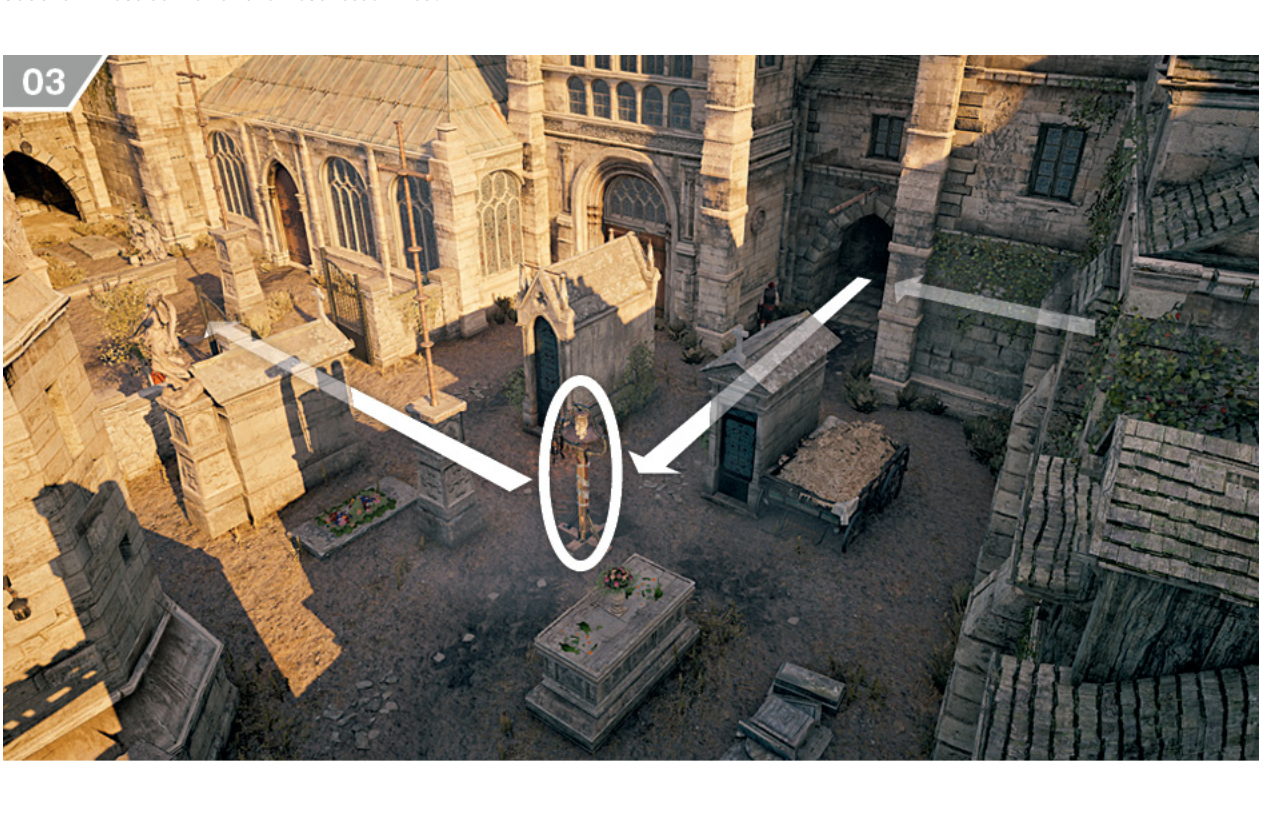
Your first step should be to head through the closest underground entrance to save the gravediggers, as this is the only point in the first stage of the Memory where you might experience difficulties. From Arno's starting position, drop down to street level and head through the entrance at the western corner of the Restricted Area. Turn left immediately to find steps leading to the catacombs.

02



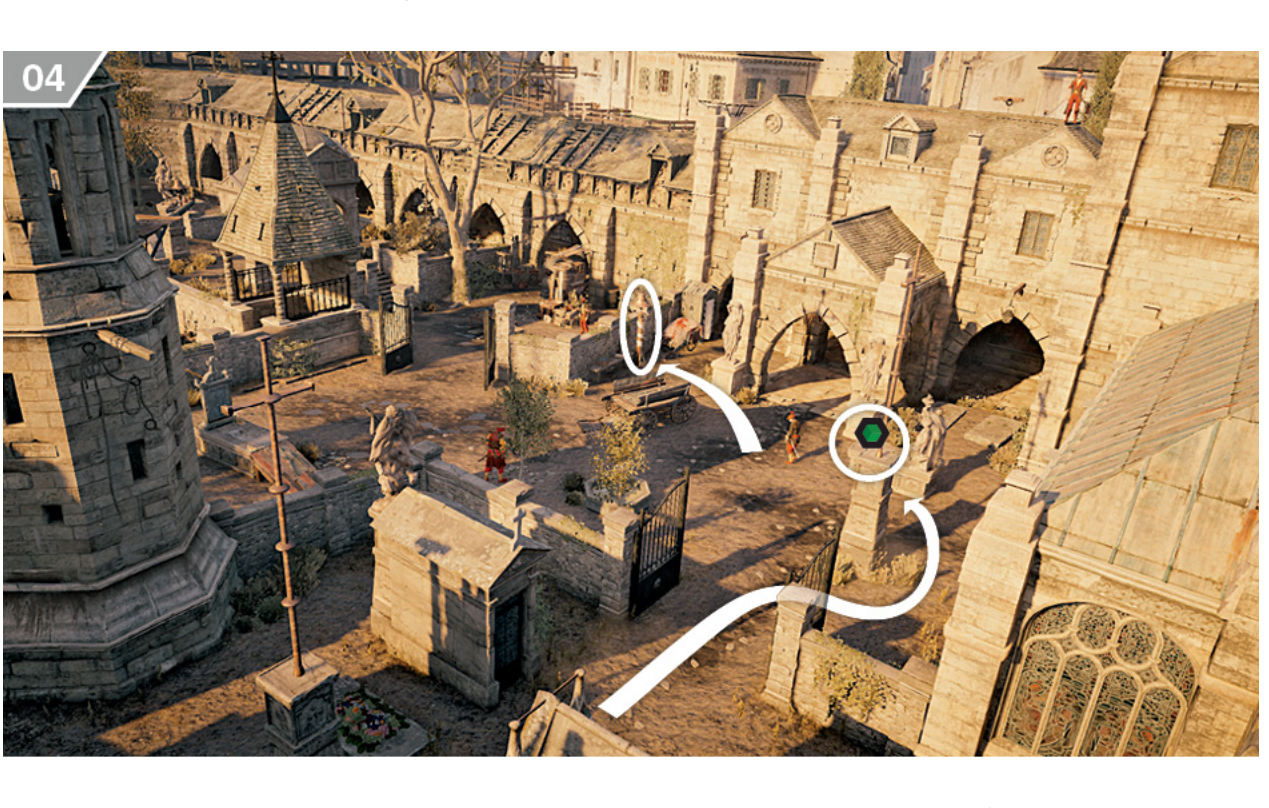
Follow the tunnel until you reach a waypoint, then activate Eagle Vision to identify the gravediggers and their Templar assailants. Conflict is hard to avoid here, so it pays to make your first steps count. If you take cover behind the pillar, you can potentially neutralize two hostiles with the Phantom Blades, and a third with a cover kill when he rushes to engage Arno. After the battle ends, keep following the tunnel until you reach steps leading back to the surface: you will emerge close to the southernmost corner of the Restricted Area.

03



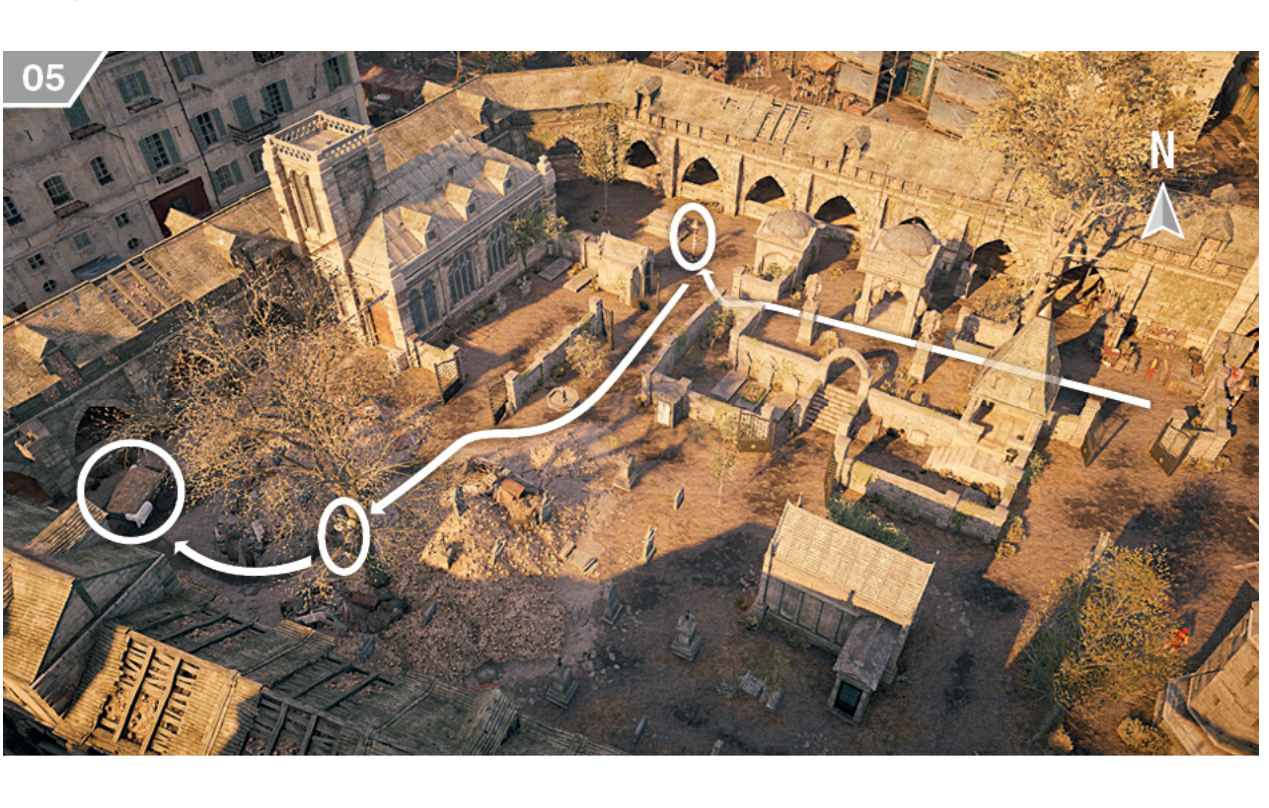
The central graveyard is guarded by a skeleton crew of Extremists, so careful movement, regular use of Eagle Vision and pragmatic use of stealth assassinations will enable you to move around the area without being detected. From the catacombs exit, enter the central graveyard to disable an alarm bell, then head to the northeast in the direction of the white mission waypoint – look out for a Brute patrolling this area.

04



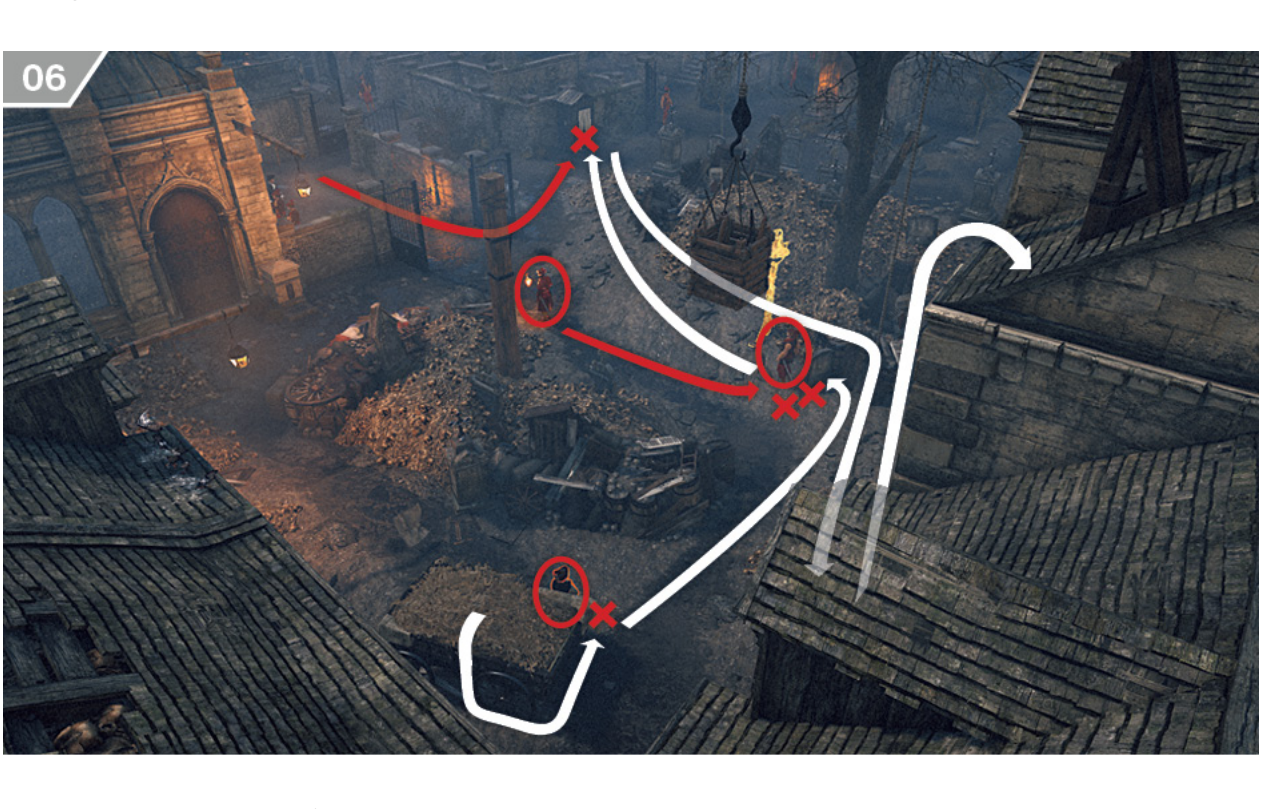
As you move close to the mission waypoint marker, the precise location of the plans for the evening's meeting is revealed. Disable the nearby guard (and, if necessary, the sentry on the adjacent rooftop), then collect the documents. You can then sabotage the nearby alarm bell.

05

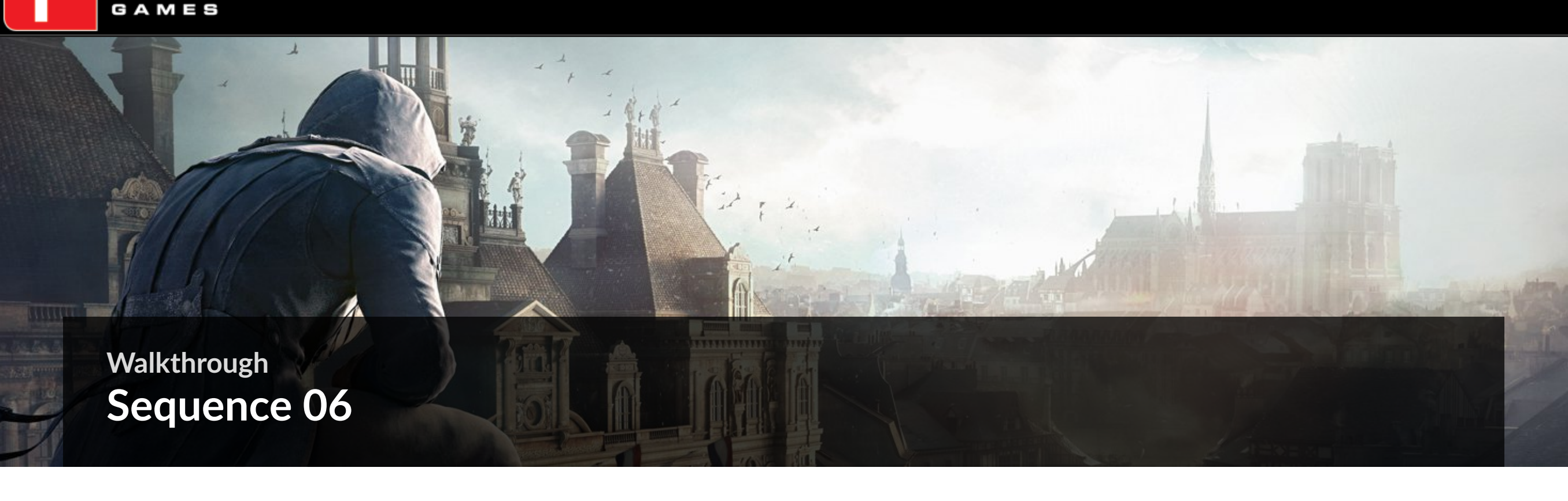


There are even fewer guards close to the two remaining alarm bells at the other end of the graveyard, so reaching them – and eliminating scattered enemy patrols, if required – is entirely routine. Once all four alarm bells have been sabotaged, it's time to pick the hiding place where Arno will wait until the evening. A very efficient approach is to begin in the hay cart on the western corner of the Restricted Area, as highlighted on the screenshot. Once you are inside, hold ◎ / Ⓑ to wait until the evening.

06



After the cinematic interlude, it's possible to eliminate all three enemies in your vicinity with kills from cover, completing the associated Challenge immediately. There is a checkpoint here, so it's no great hardship to restart if things don't work out the first time. Jump out of the back of the hay cart and wait for the guard carrying a torch to set off on his patrol. Immediately lock into cover on the corner of the hay cart next to the nearby guard and perform a cover kill. Run to the gravestone behind the second guard, lock to cover, then perform the second kill. Finally, don't move but briefly detach from cover to attract the patrolling guard to his death – and your third cover kill – with the Last Known Position feature. You can now sneak to the hiding place that lies on Lafrenière's course around the graveyard and await his arrival. When he passes, perform the assassination to trigger a cutscene. When you are ready to depart, return to the area with the hay cart. There is a lift and a ladder here for easy access to the rooftop, but bear in mind that there are sentries facing the streets to either side of you. Once you leave the area (and, if necessary, evade any pursuers), the mission ends.



Walkthrough

Sequence 06

Memory 01/"The Jacobin Club"

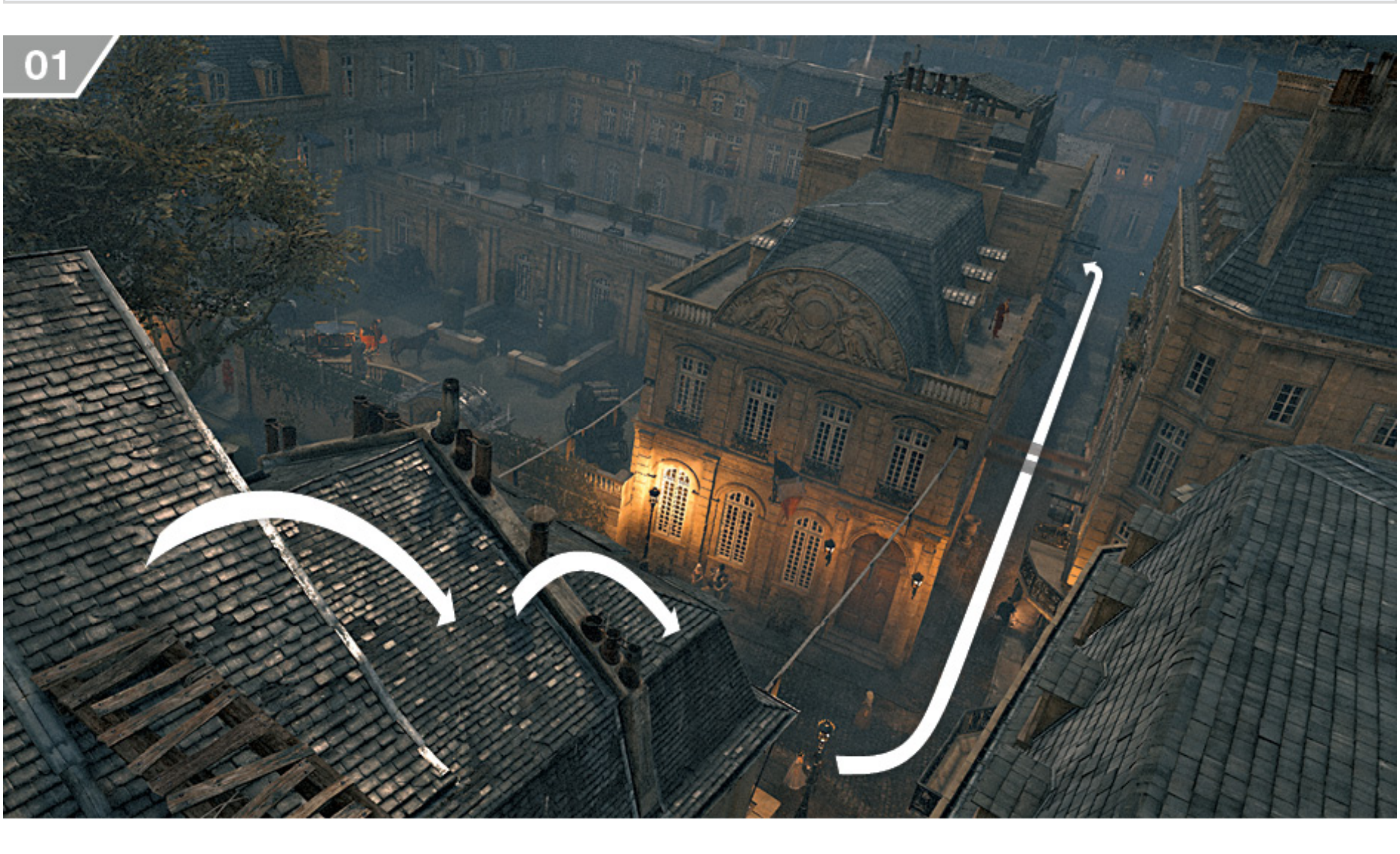
Mission Overview

Challenges

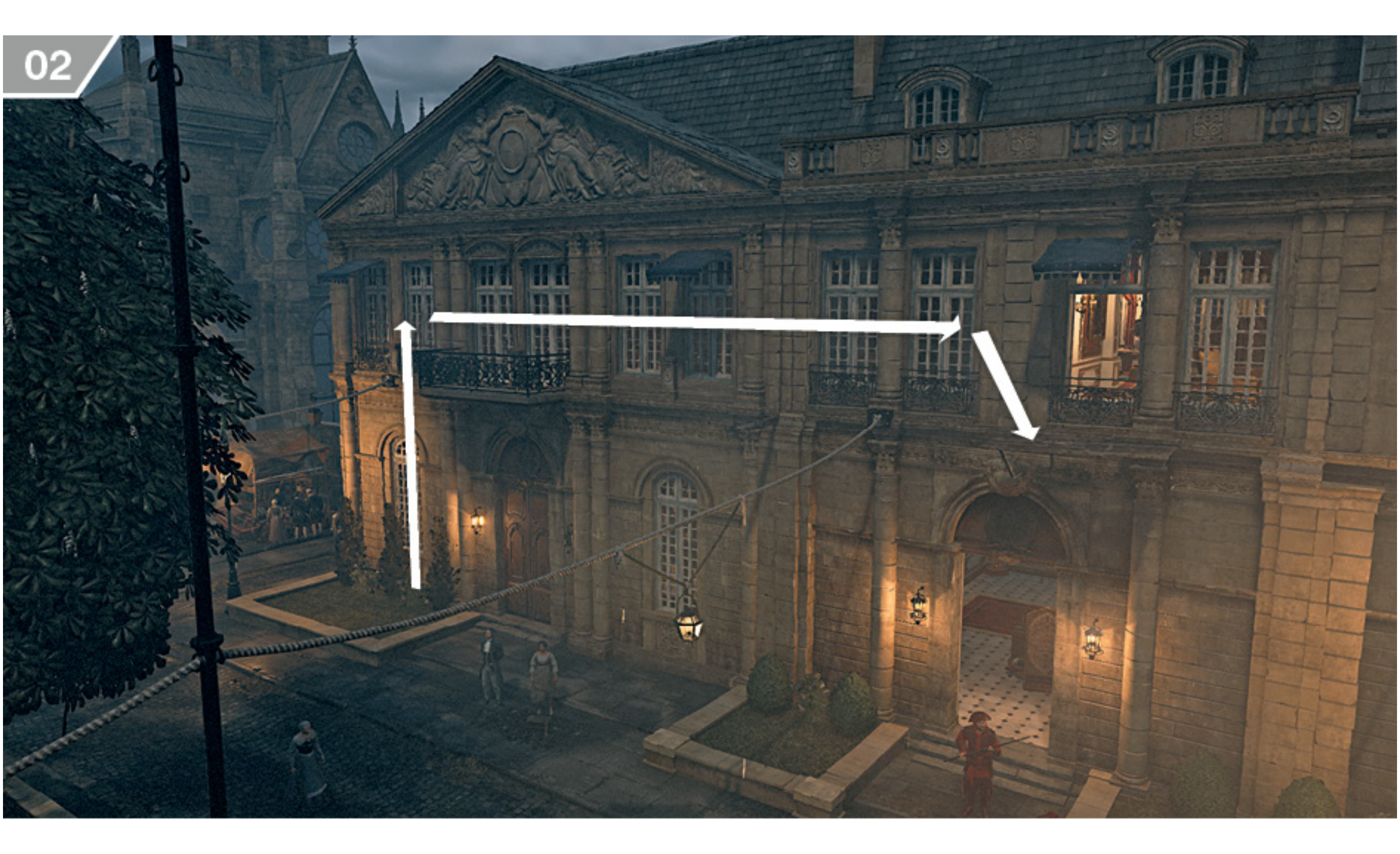
- Two Snipers driven berserk: see "Notes & Further Reading".
- Two kills from hiding spots: see 06 .

Notes & Further Reading

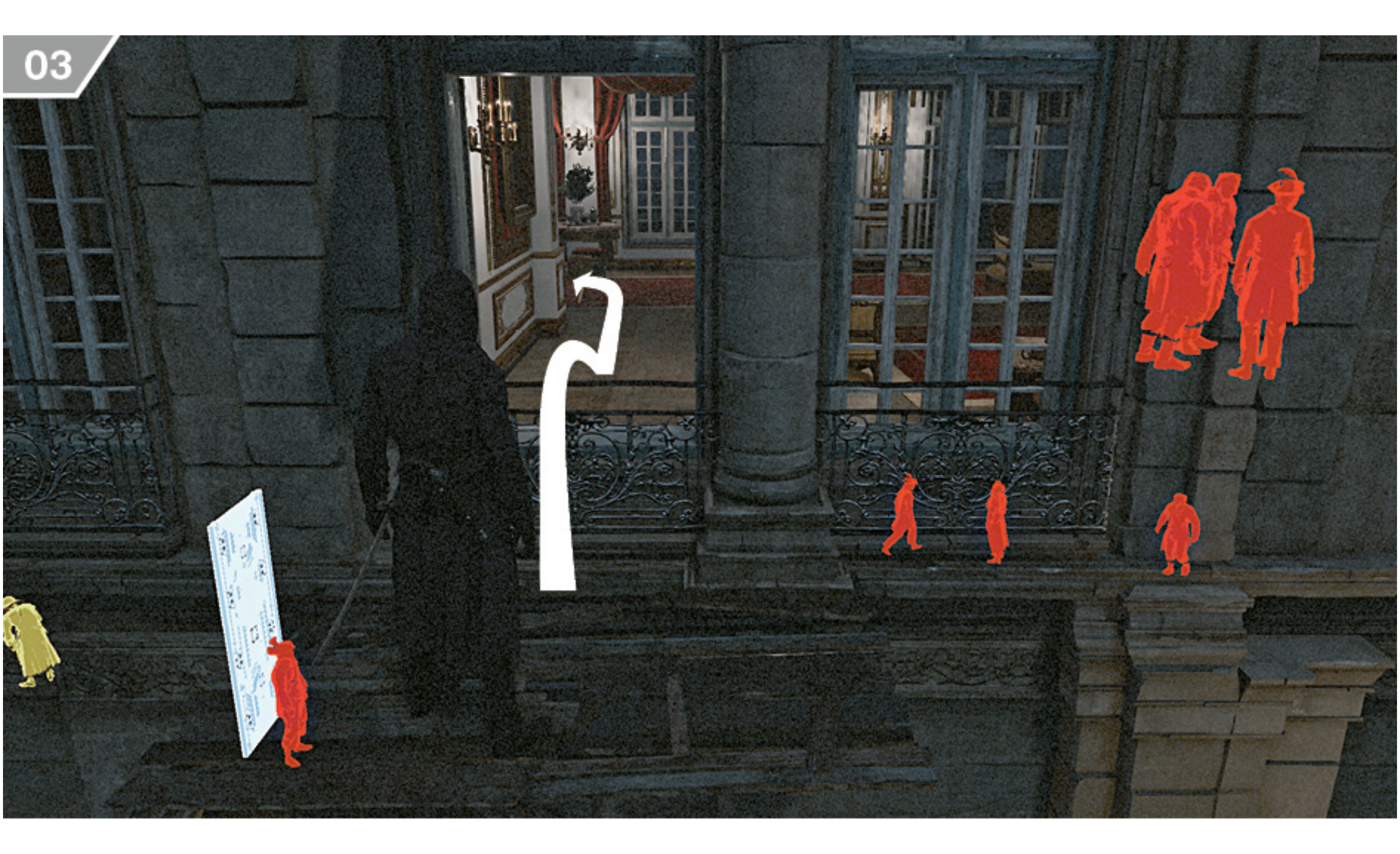
- Sequence 06 begins with another batch of ability unlocks for Arno. We strongly advise that you invest in the double assassination ability, as this is required to complete a Challenge in the second Memory.
- As with "La Halle Aux Blés" in Sequence 05, the opening Challenge of this mission (to drive snipers berserk) is designed to encourage repeat play and varied approaches to the mission. Our walkthrough here focuses on a pure stealth infiltration. If you would like to complete both Challenges on your first playthrough, we suggest that you target two snipers on the building's rooftop before you begin the infiltration at entry 01 . Note that you will fail this task if you do not finish it before the events described in entry 08 .



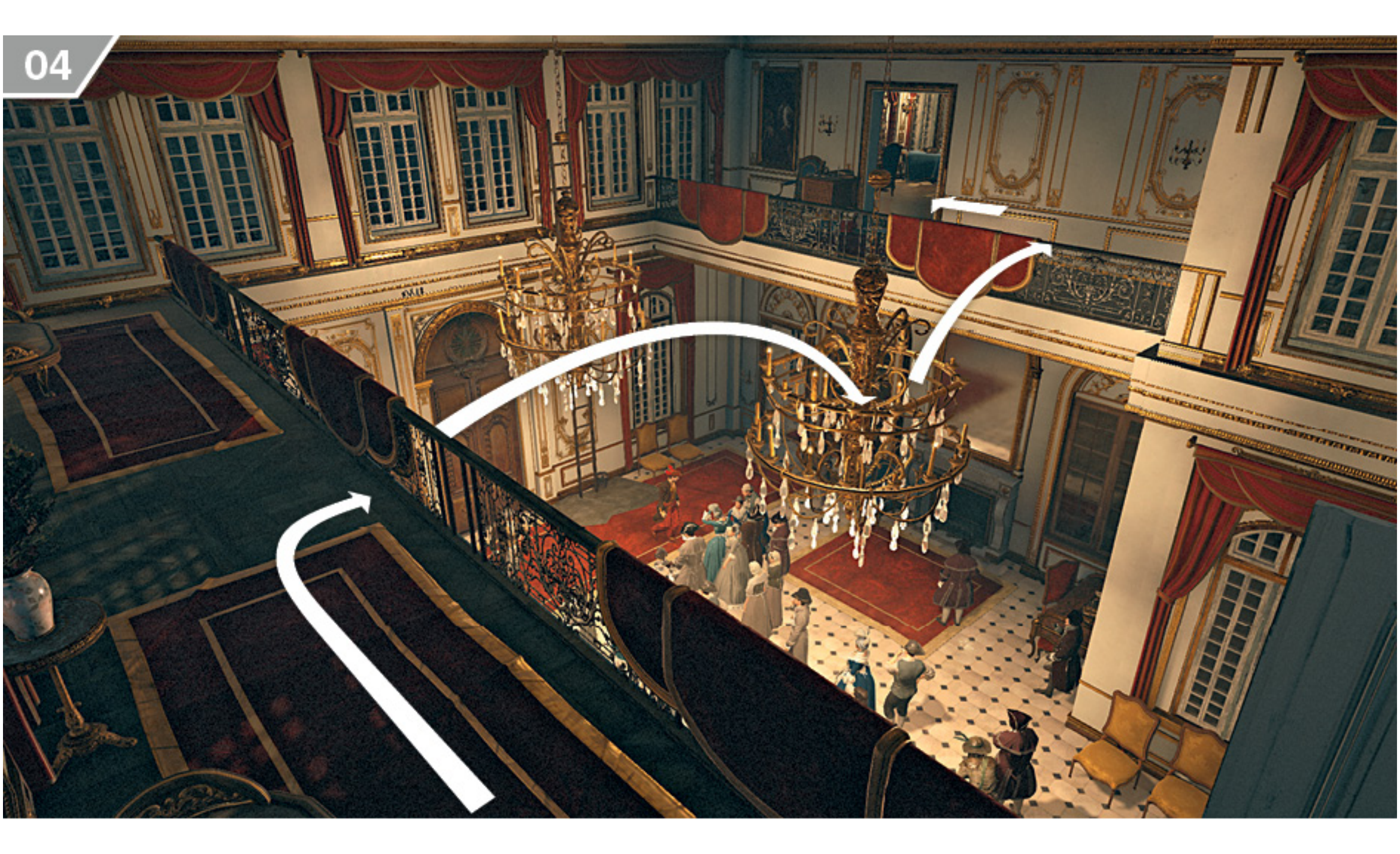
The Memory formally begins at the start point outside Café Théâtre. After the cinematic ends, head to the rooftop waypoint to begin the actual mission. Following a brief cutscene (and potential mischief with Berserk Blades – see "Notes & Further Reading"), make your way to the street that runs alongside the northeast face of the building.



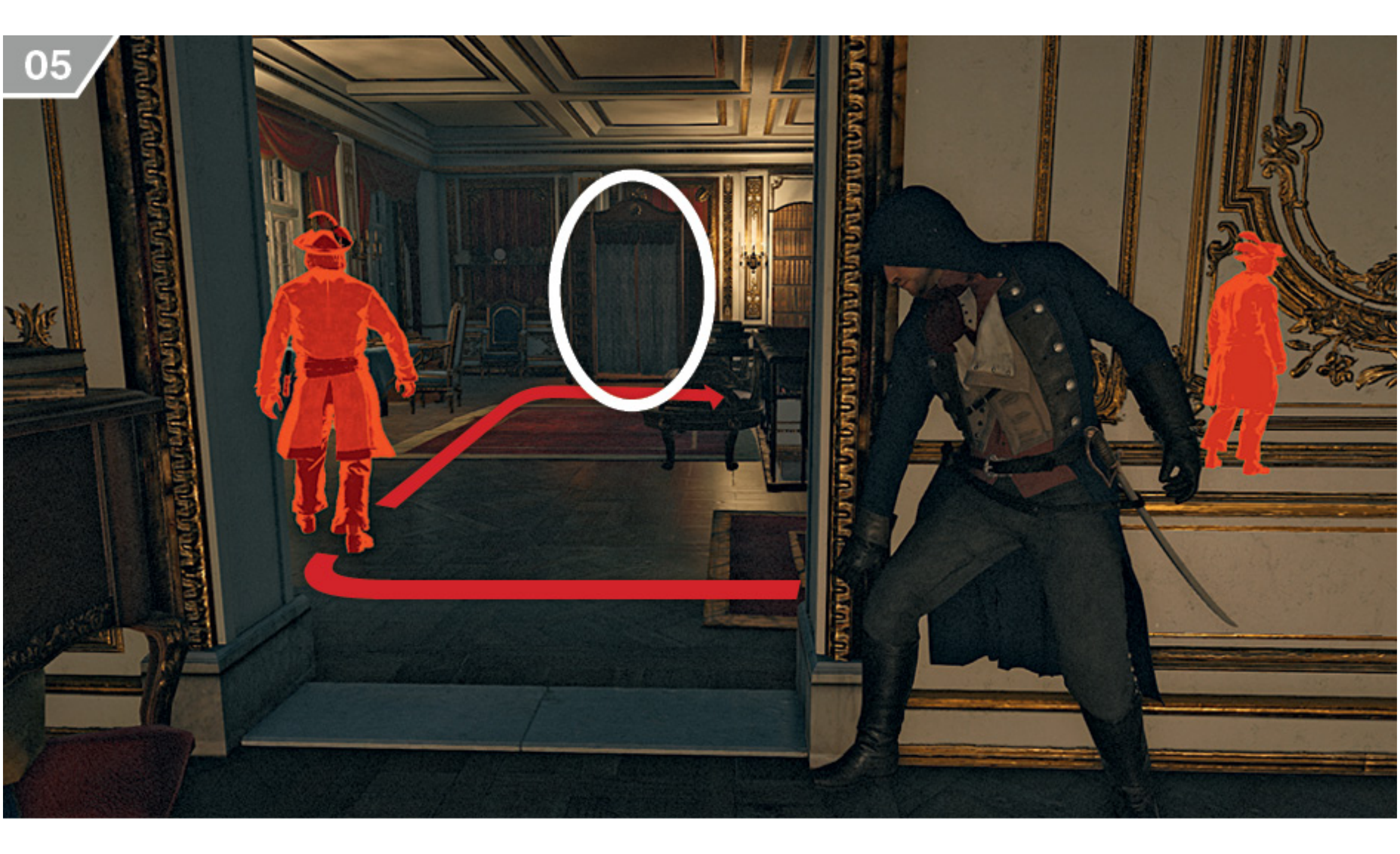
When you reach the corner, activate Eagle Vision to detect patrols. If the coast is clear, climb up and traverse to the right to reach a wooden platform outside an open window.



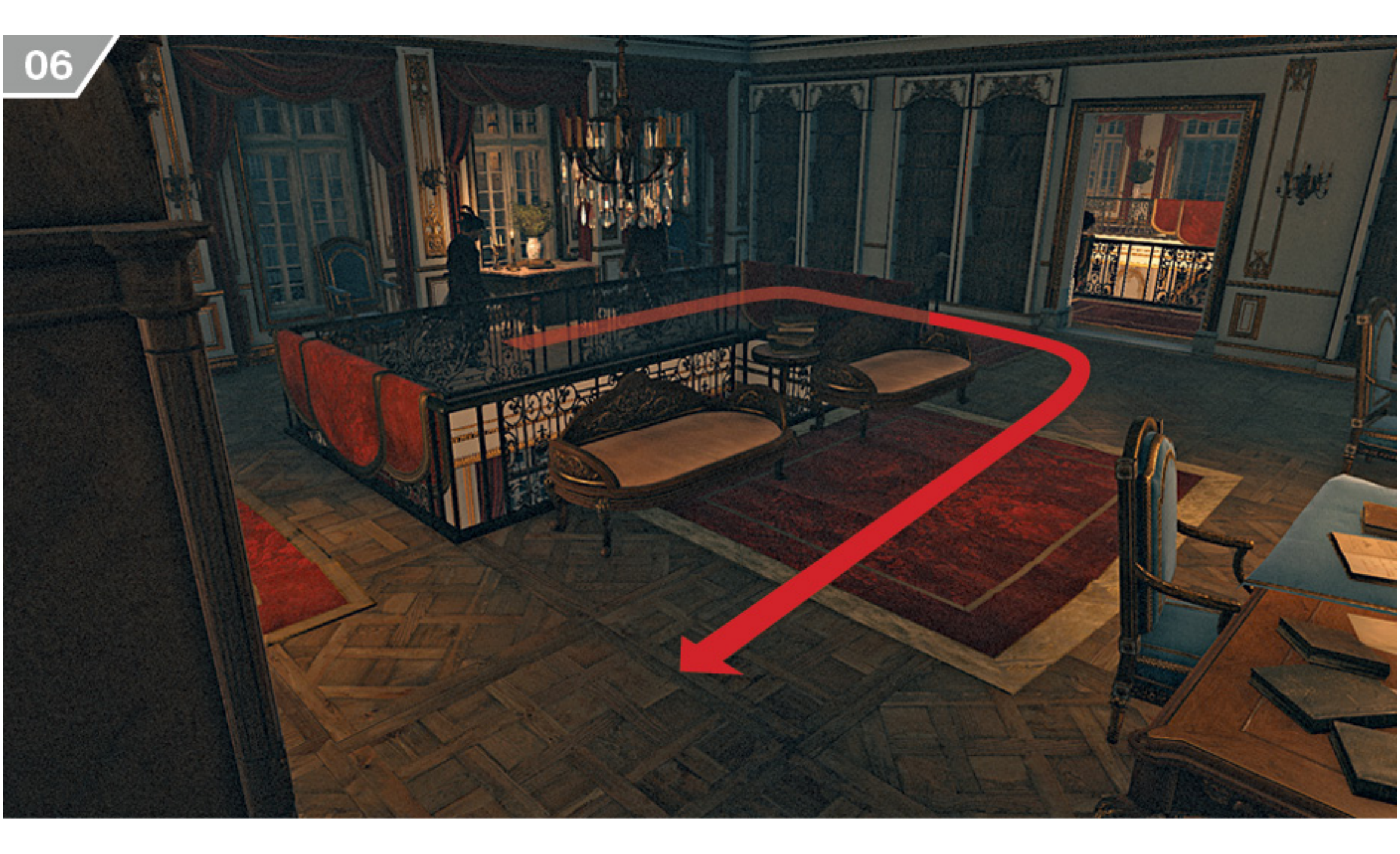
After activating Eagle Vision to detect the guards inside, jump through the window and take cover. Move behind the screen, then pass through the door to your left. Go through the next door in the small room to reach a balcony.



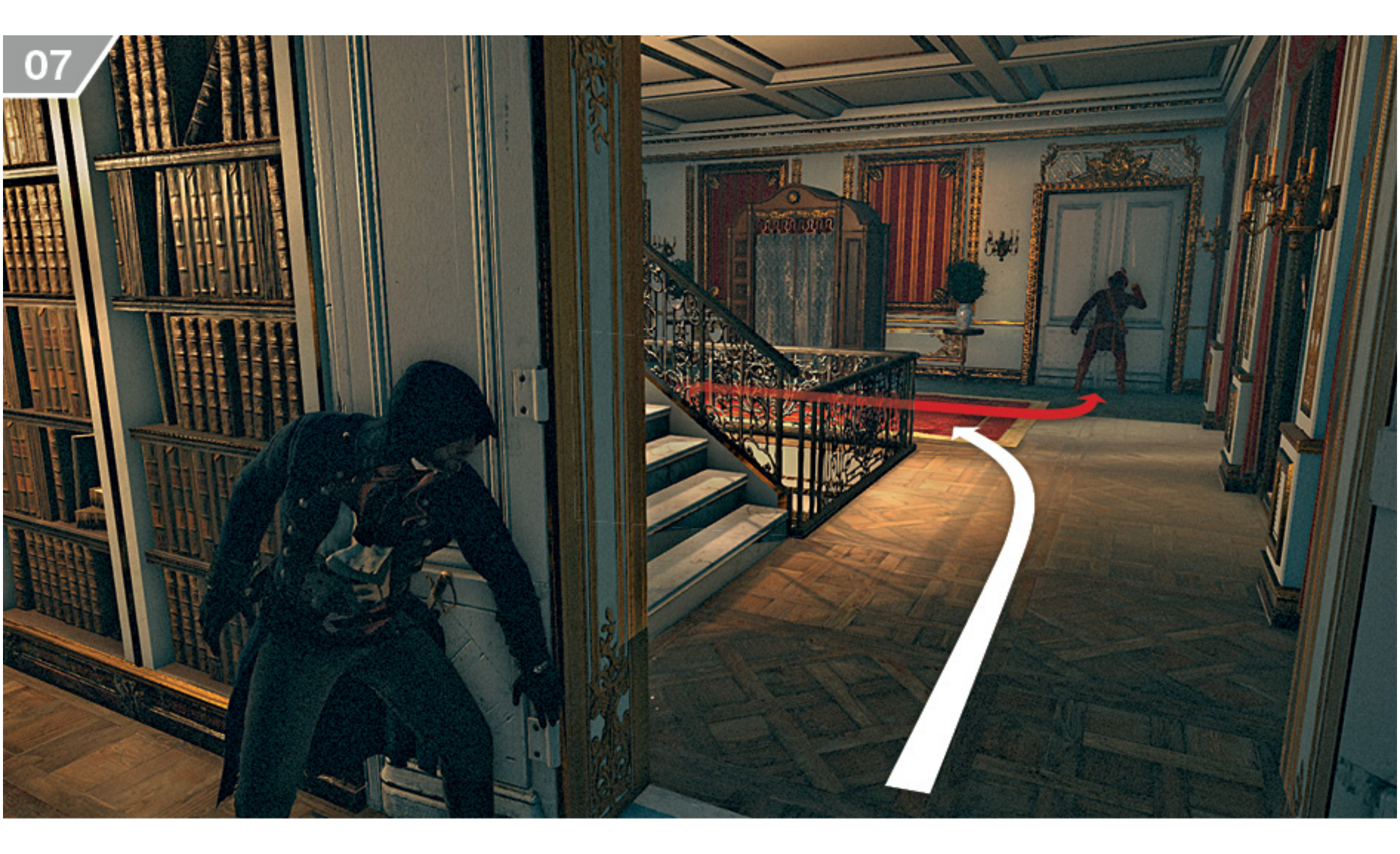
From cover at the balcony, activate Eagle Vision to identify La Touche in the room below. At this point, he will start to move through the crowds. This is your cue to use the chandelier to cross to the opposite balcony and take up position to the right of the door. You will need to use Eagle Vision regularly to keep track of La Touche's movements throughout this stage of the mission.



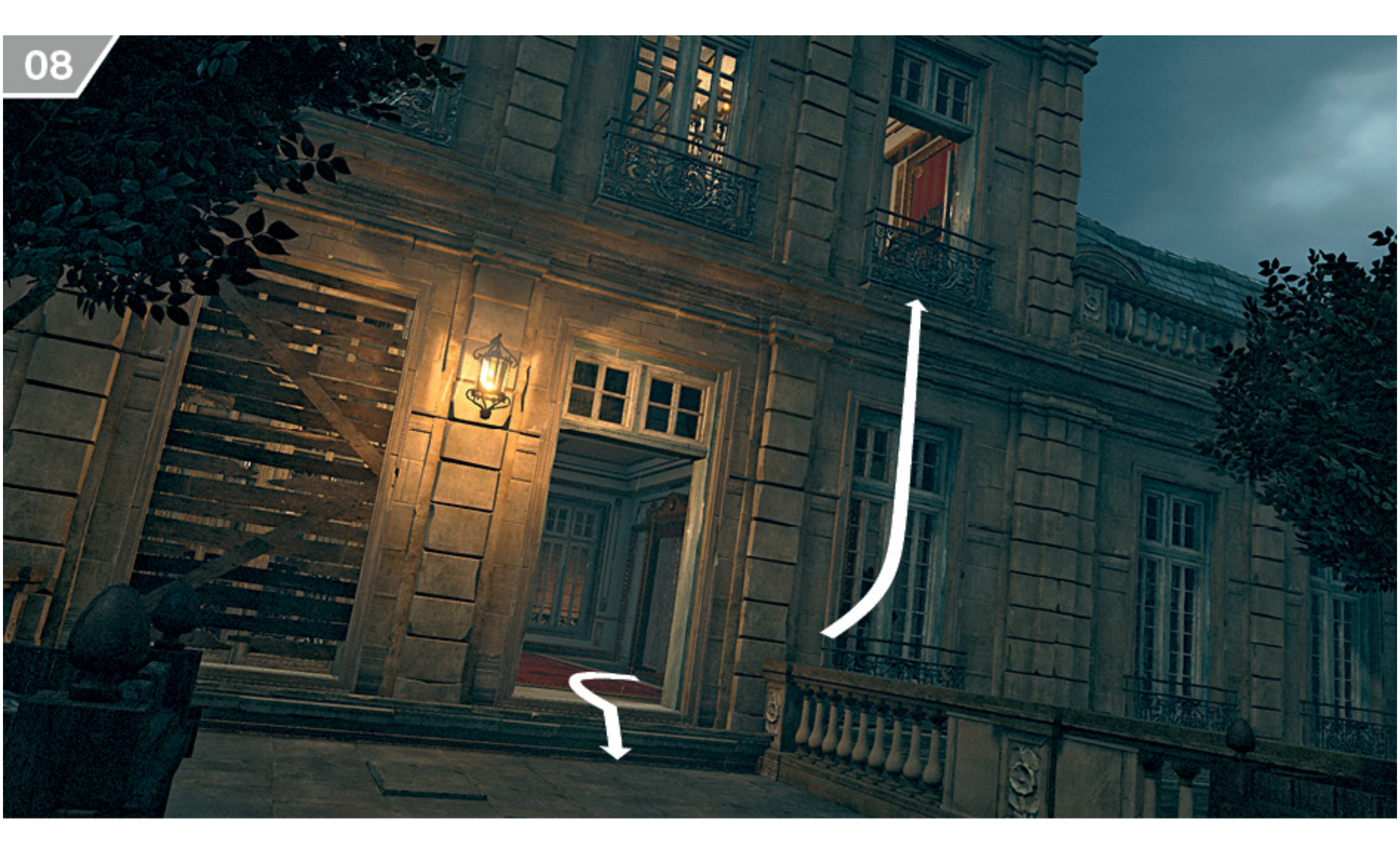
Watch the patrolling guard: he moves in a clockwise circuit. Wait until he moves past your position, then use Stealth Mode to follow him; when you reach the hiding place, climb inside.



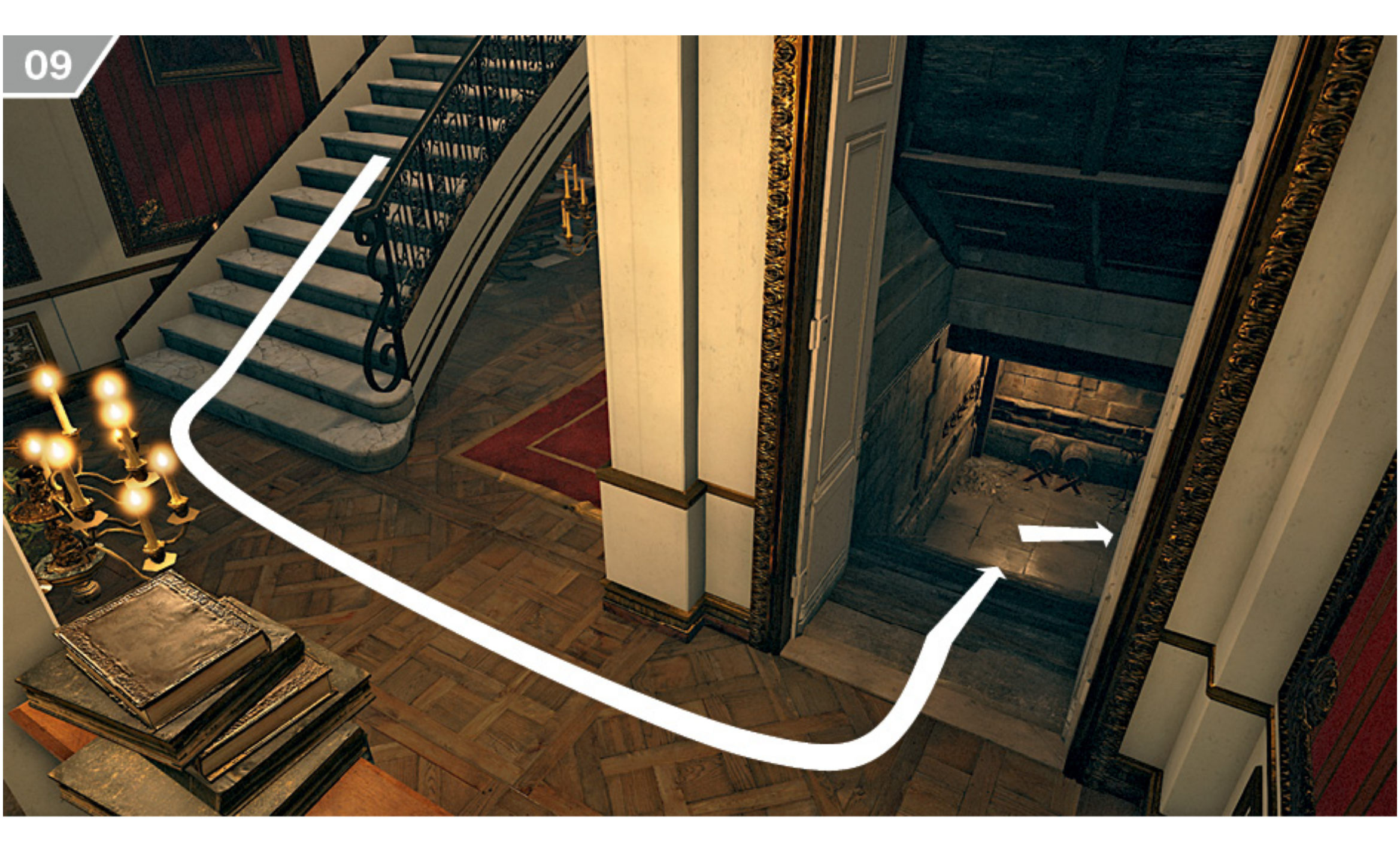
From the hiding spot, wait for the guard to return and perform an assassination as he passes to make progress on the second Challenge. Ignore the second enemy by the window, as his body may cause later complications: just move to the adjacent doorway.



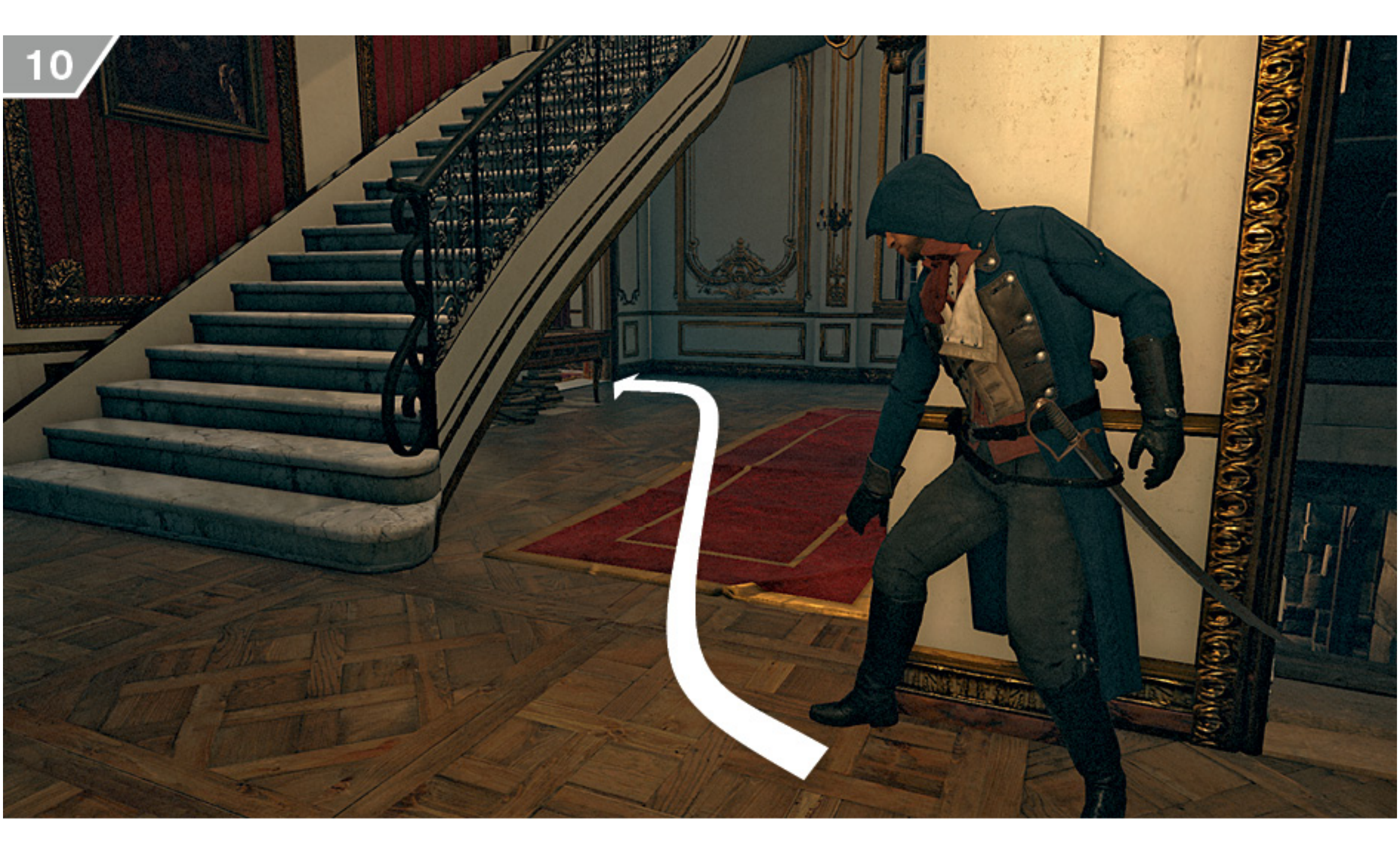
From this position, watch the guard as he moves between the two doors. When he travels from the right-hand door to the left, sneak into the hiding spot. If you are making excellent time with your infiltration, you can assassinate him before La Touche walks by on his way to the upper floor; if in doubt, wait until La Touche is safely upstairs before you strike.



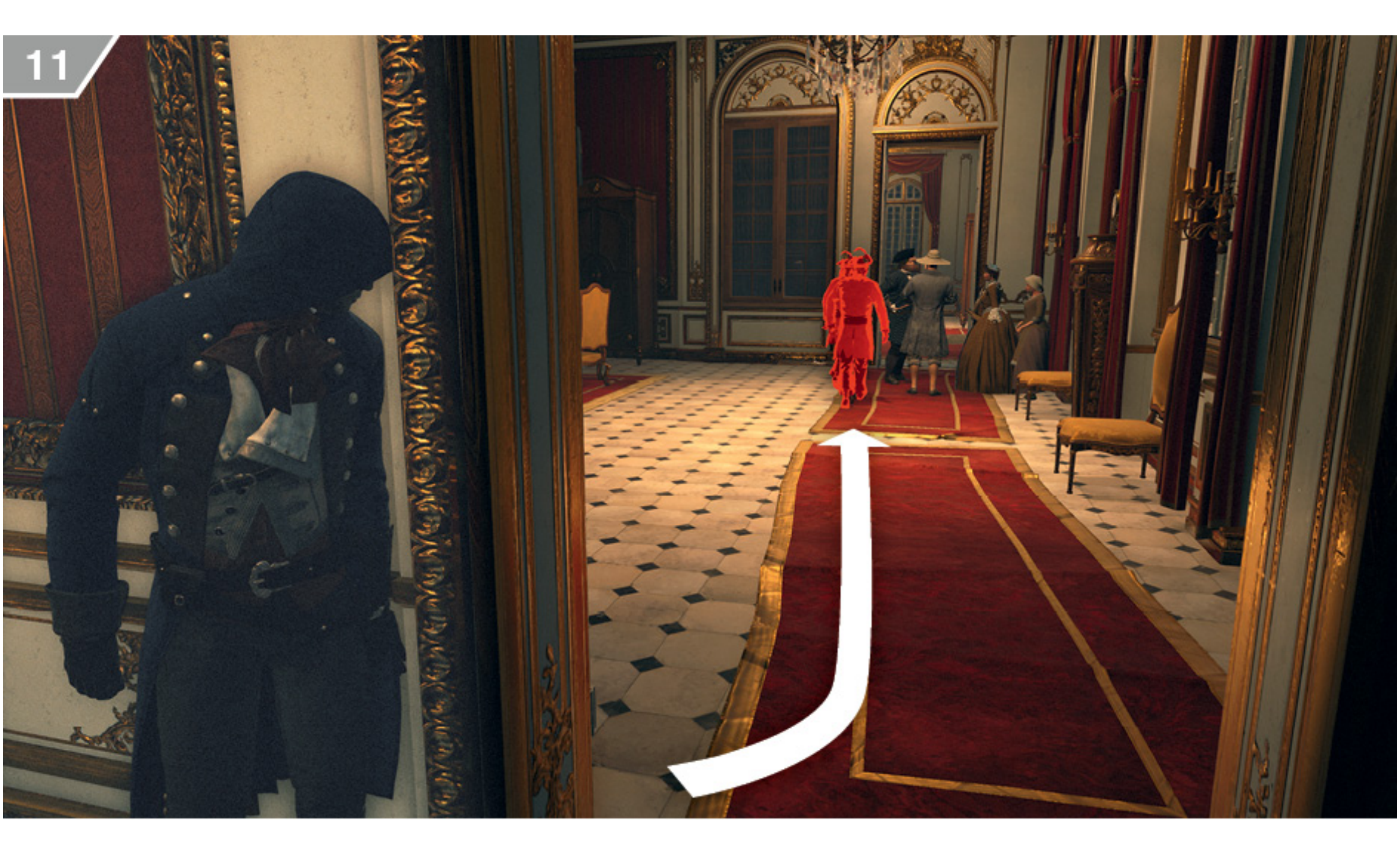
Head out of the open door leading to the roof terrace and climb just below the window marked on the above screenshot; activate Eagle Vision for a better view of proceedings. When La Touche is poised to depart, return inside and move into the previous hiding spot before he walks down the stairs. Use Eagle Vision to track his progress through the building until your mission objectives are updated.



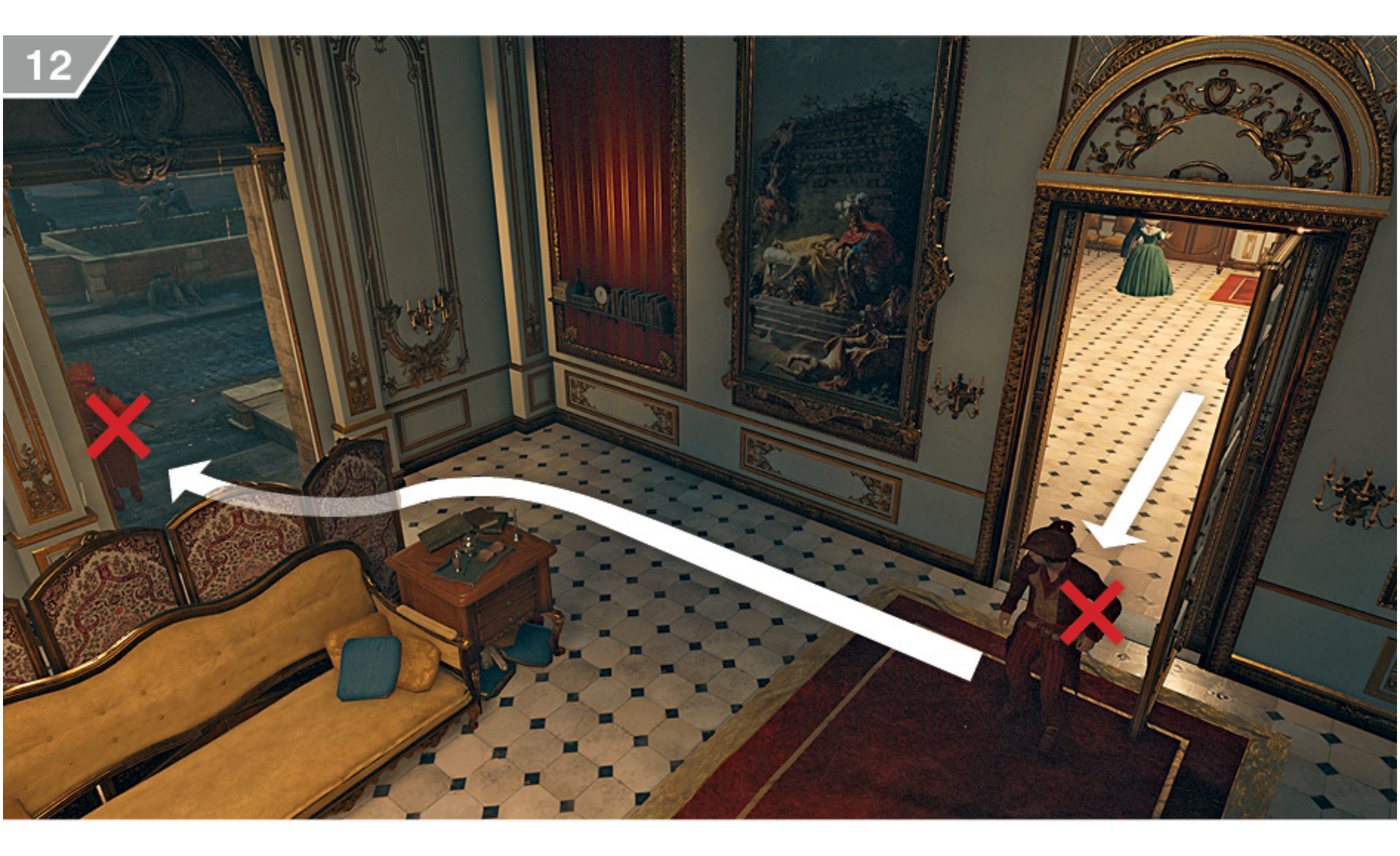
Head to the bottom of the nearby staircase, then go down the steps into the basement. When you reach the waypoint, a cutscene begins. When it ends, you will find a trio of Extremists with you in the basement. If you pick the lock of the nearby closed door, you can ambush them with the ranged weapon of your choice. When all three are dead, return upstairs.



Conflict is likely during the escape from the building, though you can at least attempt to sneakily take out some enemies to tip the odds firmly in your favor. At the basement exit, kill the nearby Extremist by the window, then move into position by the door (as shown in the above screenshot).



The remaining Extremists move between the next two rooms in line. There are opportunities to Blend with partygoers and attempt to slip past the would-be aggressors searching for Arno, but there is no harm in a direct approach where you simply engage them in open conflict.



When you arrive in the room with a locked door, you have a choice: pick the lock and eliminate two guards with their backs to you (as illustrated above) for an easy exit but a chance of running into an Extremist patrol on the street, or climb up to the balcony to retrace the steps of your earlier entry. When you escape the highlighted area (and shake off anyone in pursuit, if applicable), the Memory ends.

Memory 02/"Templar Ambush"

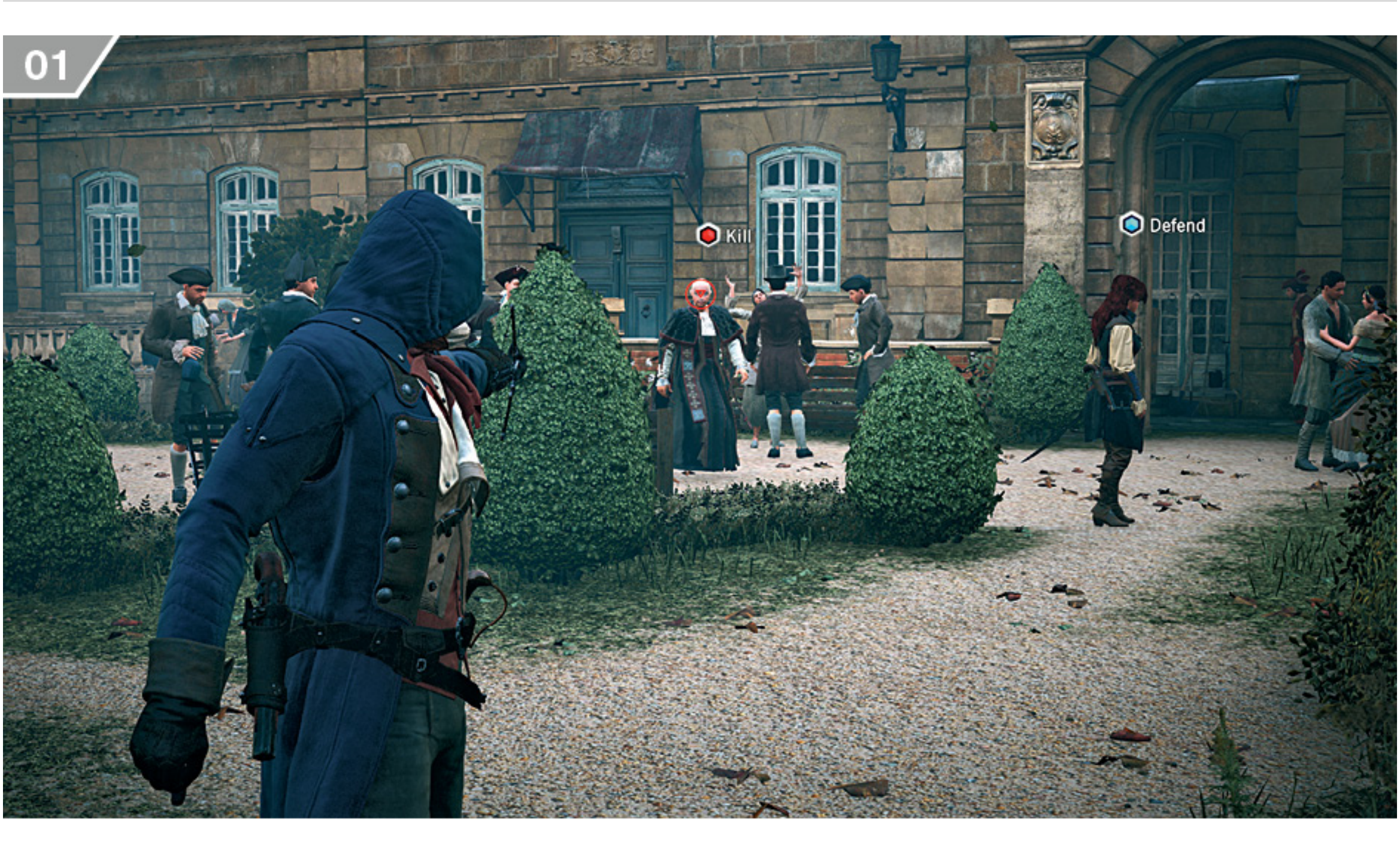
Mission Overview

Challenges

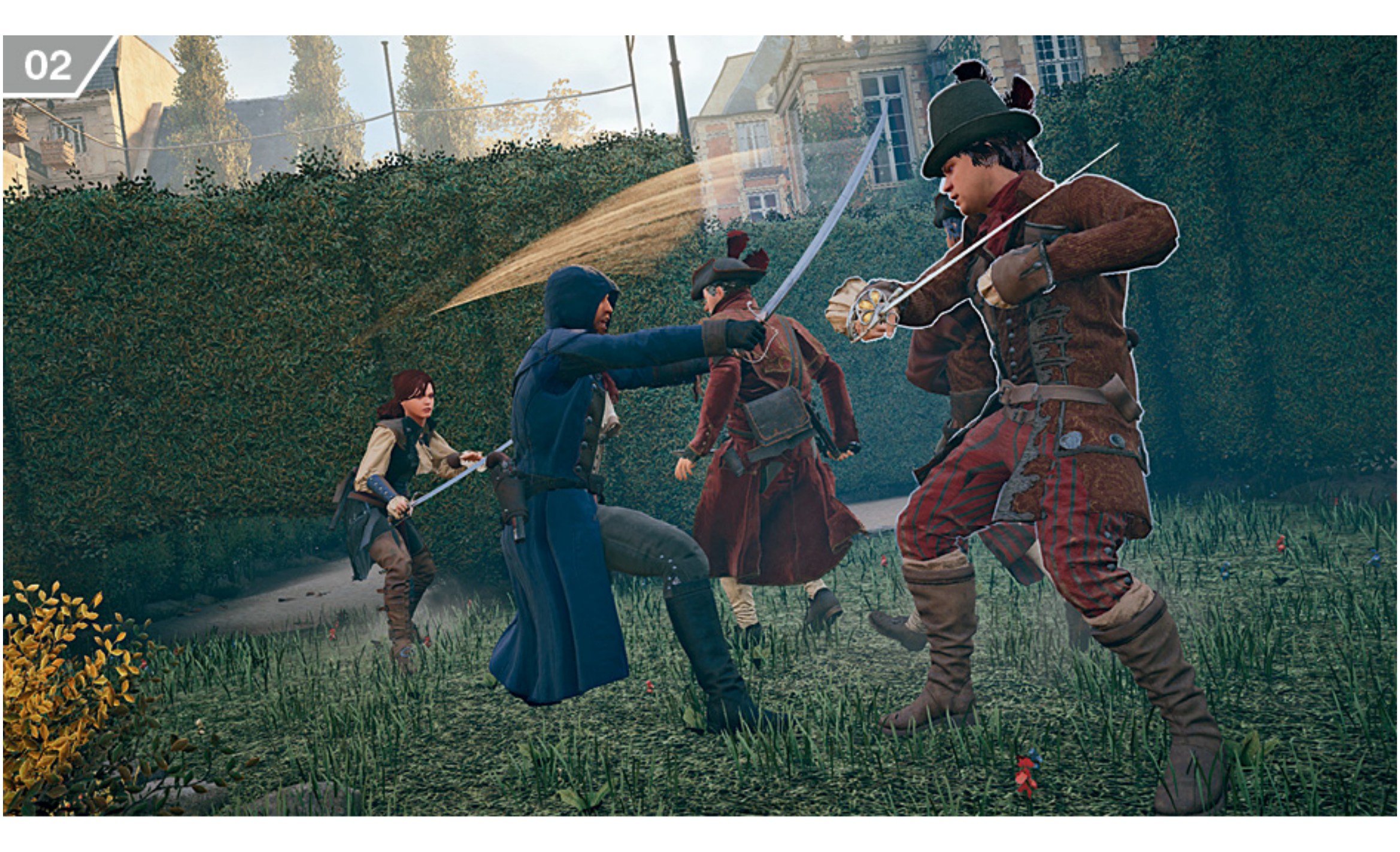
- Four headshots: see 01 .
- Two double assassinations: see 03 .

Notes & Further Reading

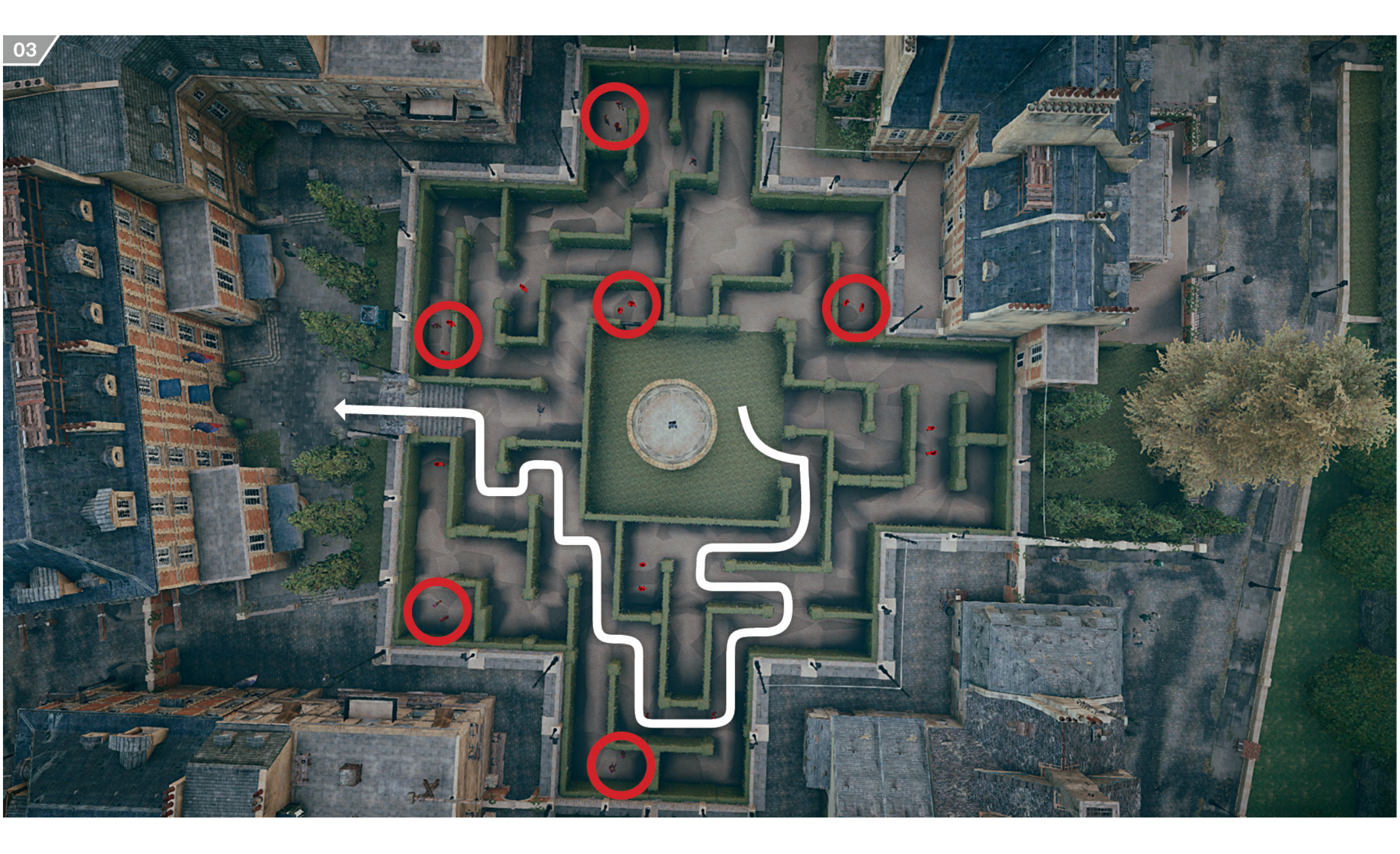
- The double assassination skill must be unlocked to complete the related Challenge in this Memory.
- This Memory (and some of those that follow in Sequence 07) have a greater emphasis on combat than many of the missions that you will have played so far. We suggest that you invest in suitable equipment and upgrades in advance.



After the opening cinematic ends, head to the waypoint to find Élise. The Challenge to complete four headshots (with Pistol or Phantom Blades) begins as soon as you identify her in the search zone inside the courtyard. You can make a start on this from an elevated position, if you wish, though there are also other opportunities later in the Memory. Either way, assist Élise by eliminating the highlighted assailants.

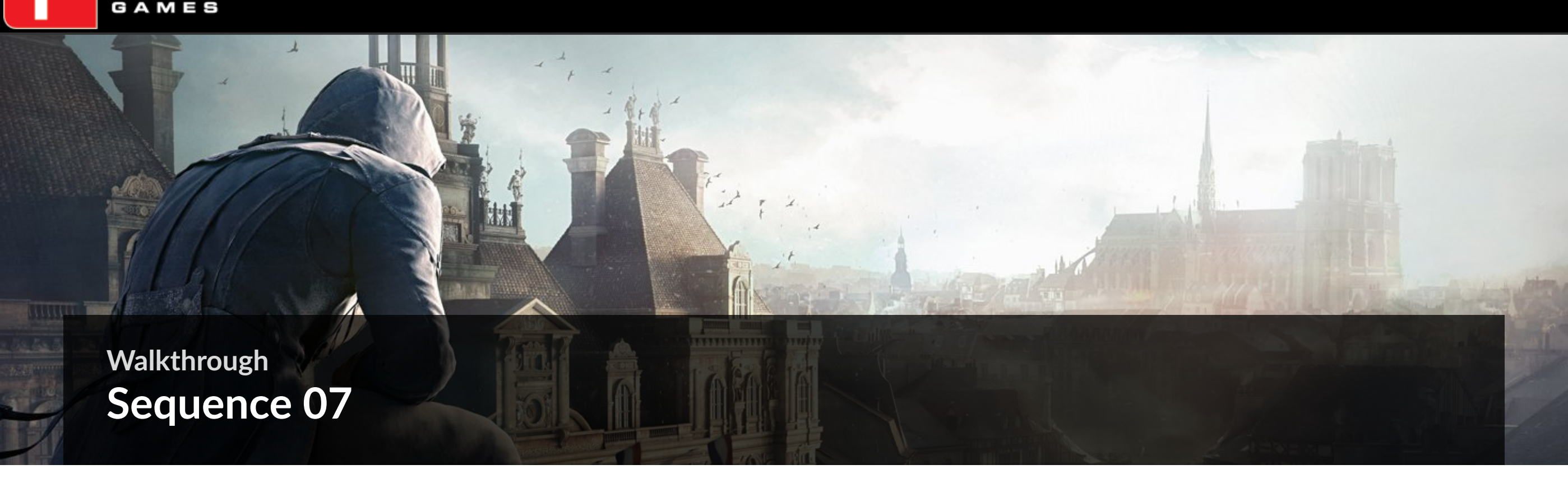


Follow Élise until you arrive at the hedge maze, where another group of Extremists will arrive with murderous intent. Ensuring Élise's safety is of paramount importance, so try to open the fight with a quick assassination or headshot on the Seeker – a far more dangerous opponent than his two allies.



The double assassination Challenge becomes active inside the hedge maze, but ends the moment that you escape. On the screenshot map shown here, we have highlighted the locations of paired Extremists that can be most easily eliminated in this fashion. With some, you will need to hide at a nearby corner and hit them with a Smoke Bomb to mask your approach; with others, you might find a gap to slide beneath that puts you directly between them. You can also complete the headshots Challenge here, for example from the top of the tower. When you are ready to depart, head through the exit on the west side of the maze to advance the story.

04 The final section of this Memory is fast-paced but entirely straightforward. Keep up with Élise and assassinate marked targets quickly once they appear. Running concealed beneath the arcades on the left-hand side can make your approach much easier and avoid protracted battles against Seekers. When you are confronted by snipers, climb to the rooftops to eliminate them. After Élise departs, don't attempt to fight the Extremists: just run, and ideally take to the rooftops, to escape them. The Memory ends when Arno outpaces the assailants trailing in his wake.



Walkthrough

Sequence 07

Memory 01/"A Cautious Alliance"

Mission Overview

Challenges

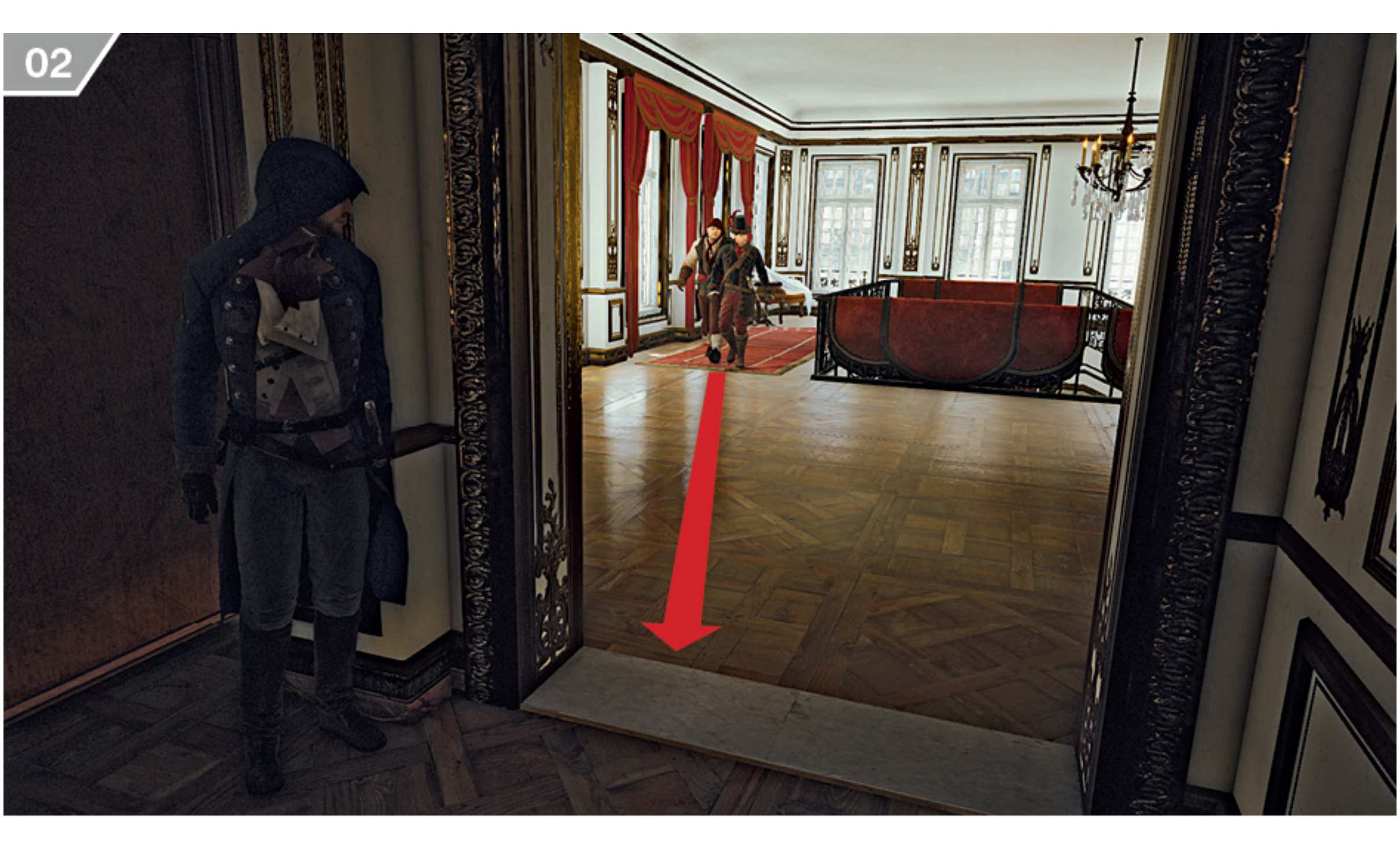
- Three enemies incapacitated with Stun Bombs: see 03.
- Three headshots: see 04.

Notes & Further Reading

- Ensure that you have a full stock of Stun Bombs and plenty of Pistol and Phantom Blade ammunition before you begin.
- You may (or may not, if you follow our strategy) face the elite "Seeker" enemy archetype during this Memory, a powerful foe that you may not have encountered if you have focused exclusively on main story missions.

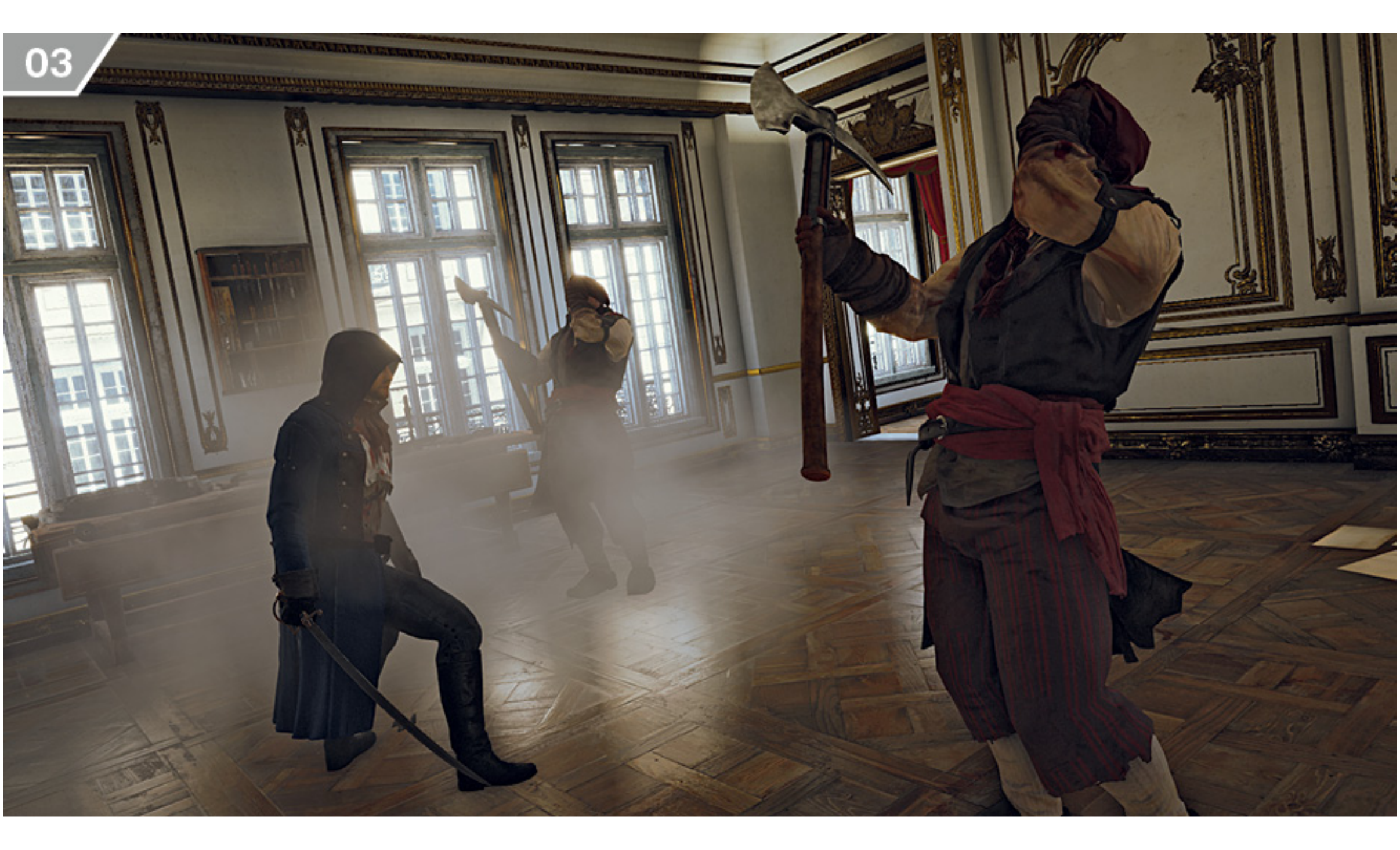
01

When the opening cutscene ends, walk with Élise. When she breaks into a run, keep pace with her until you reach the building where you met Germain in Sequence 05 and trigger a cutscene.



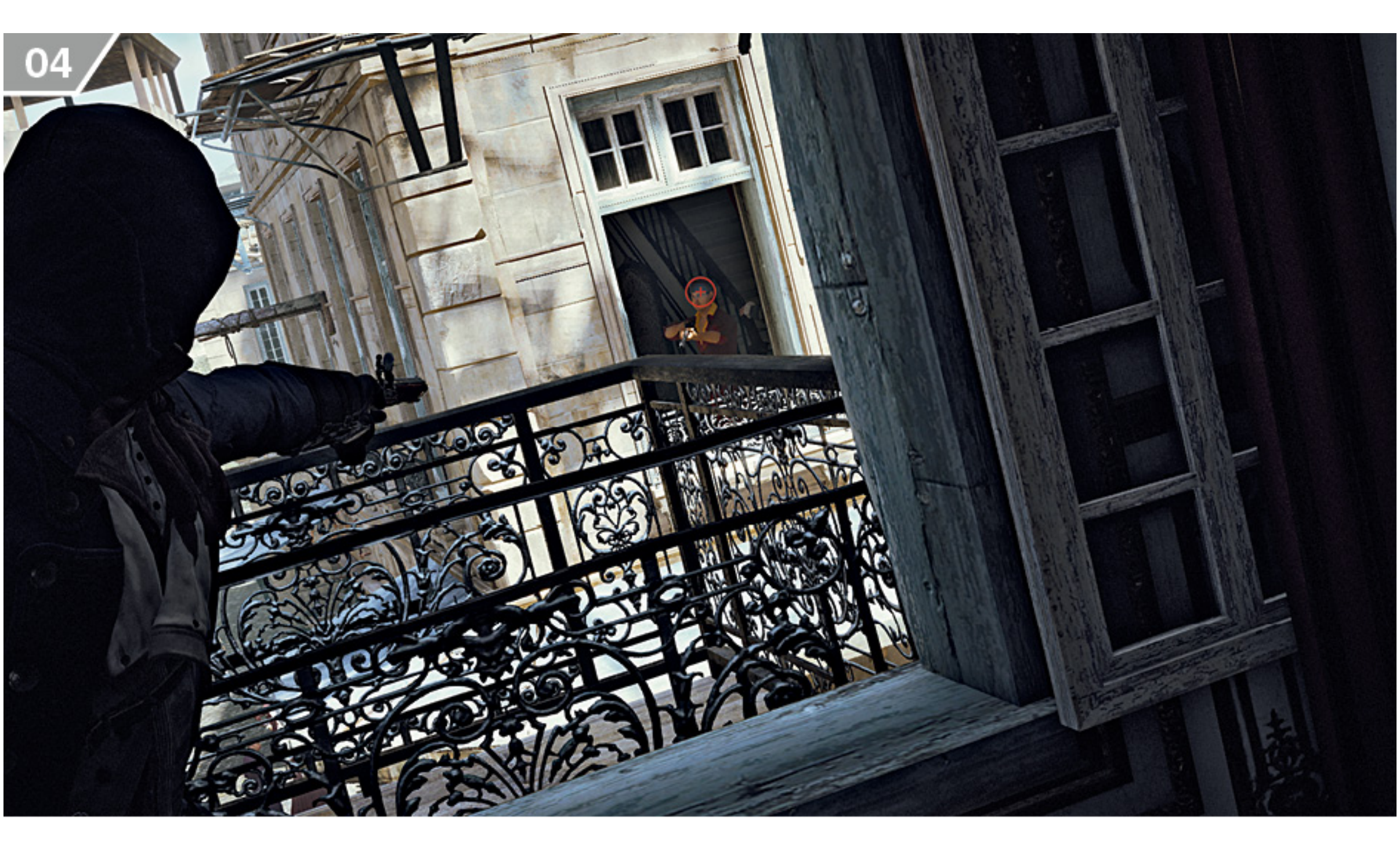
02

After you arrive in Germain's workshop, it should become apparent that Arno and Élise have walked into an ambush. You can, however, strike a decisive early blow if you get into position by the door that you used to enter the room. The Extremist in front is a Seeker: a difficult enough combatant in a one-on-one duel, but extremely dangerous in melees featuring multiple opponents. This specimen, however, is undone by his eagerness: perform a cover kill when he moves within range to eliminate him from the fight.



03

With enemies entering via both doors, your priority is to assist Élise and prevent your assailants from surrounding her. The Challenge to employ Stun Bombs must be completed during this fight, so use your supply liberally as you cut down your opponents.



04

After a brief cutscene, you must eliminate the five snipers targeting the room. The Challenge to complete three headshots is active during this closing phase of the Memory. Lock to cover and target each opponent carefully, taking their movements into account before you tap R2 / RT to swing out of concealment and fire.

Memory 02/"Meeting With Mirabeau"

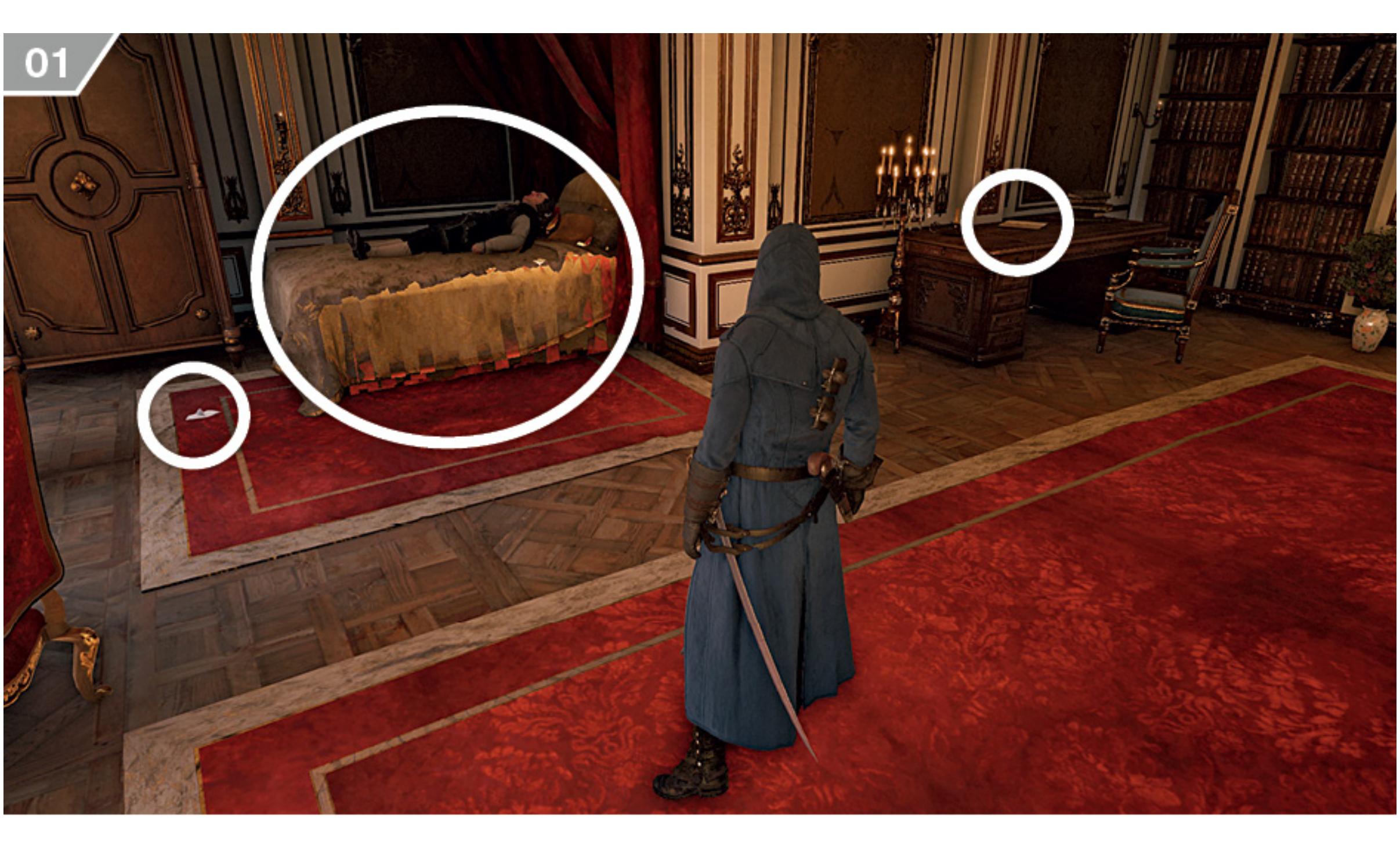
Mission Overview

Challenges

- Slide under/over five objects: see 03.
- Use one lift: see 04.

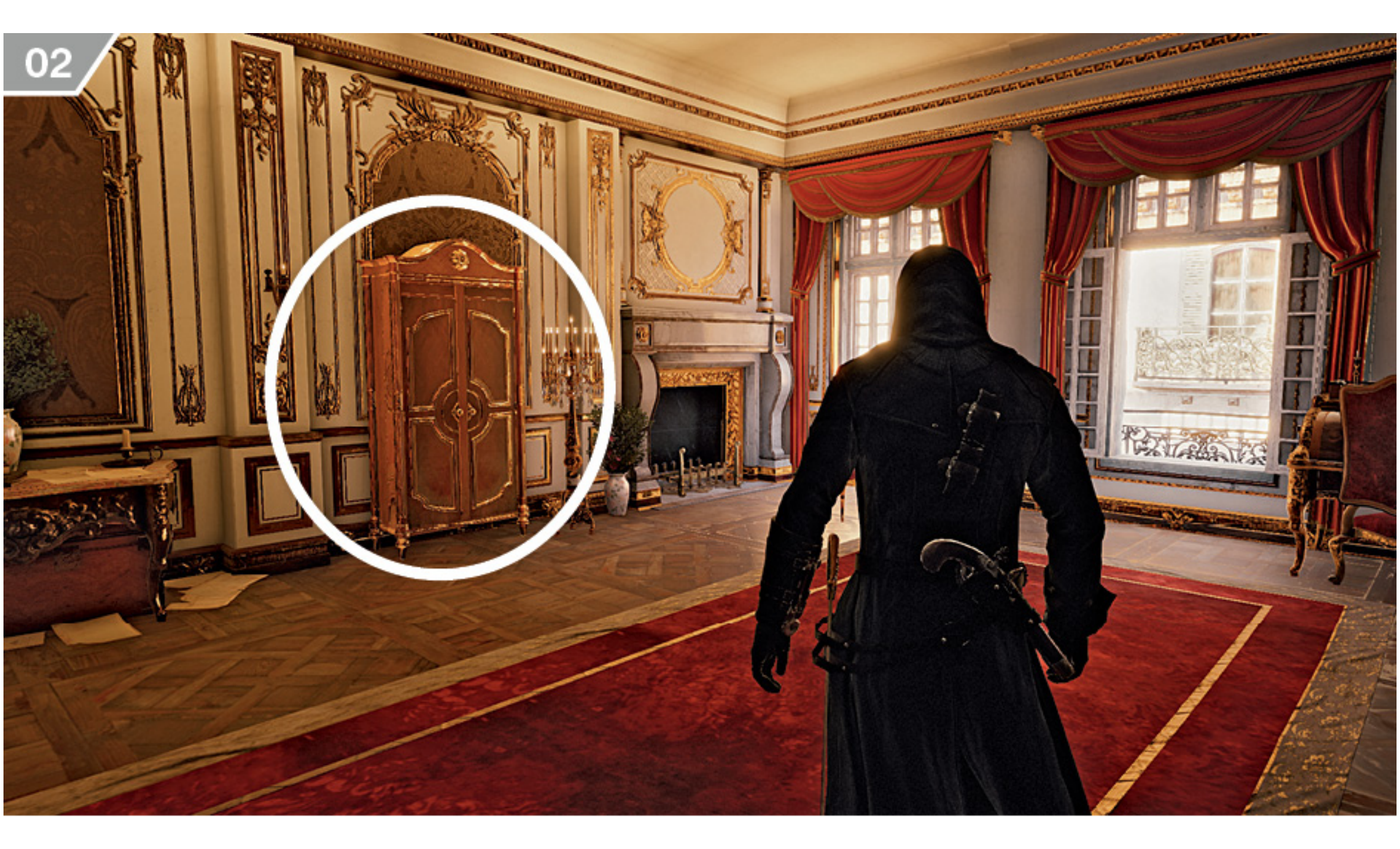
Notes & Further Reading

- The opening section of this Memory follows the broad structure of the Murder Mystery side quests. Our walkthrough here only covers the steps required to advance the story. There are points of interactivity that we do not mention, particularly the ability to (for the record, erroneously) "Accuse" individuals as events unfold. Feel free to experiment if you are curious.



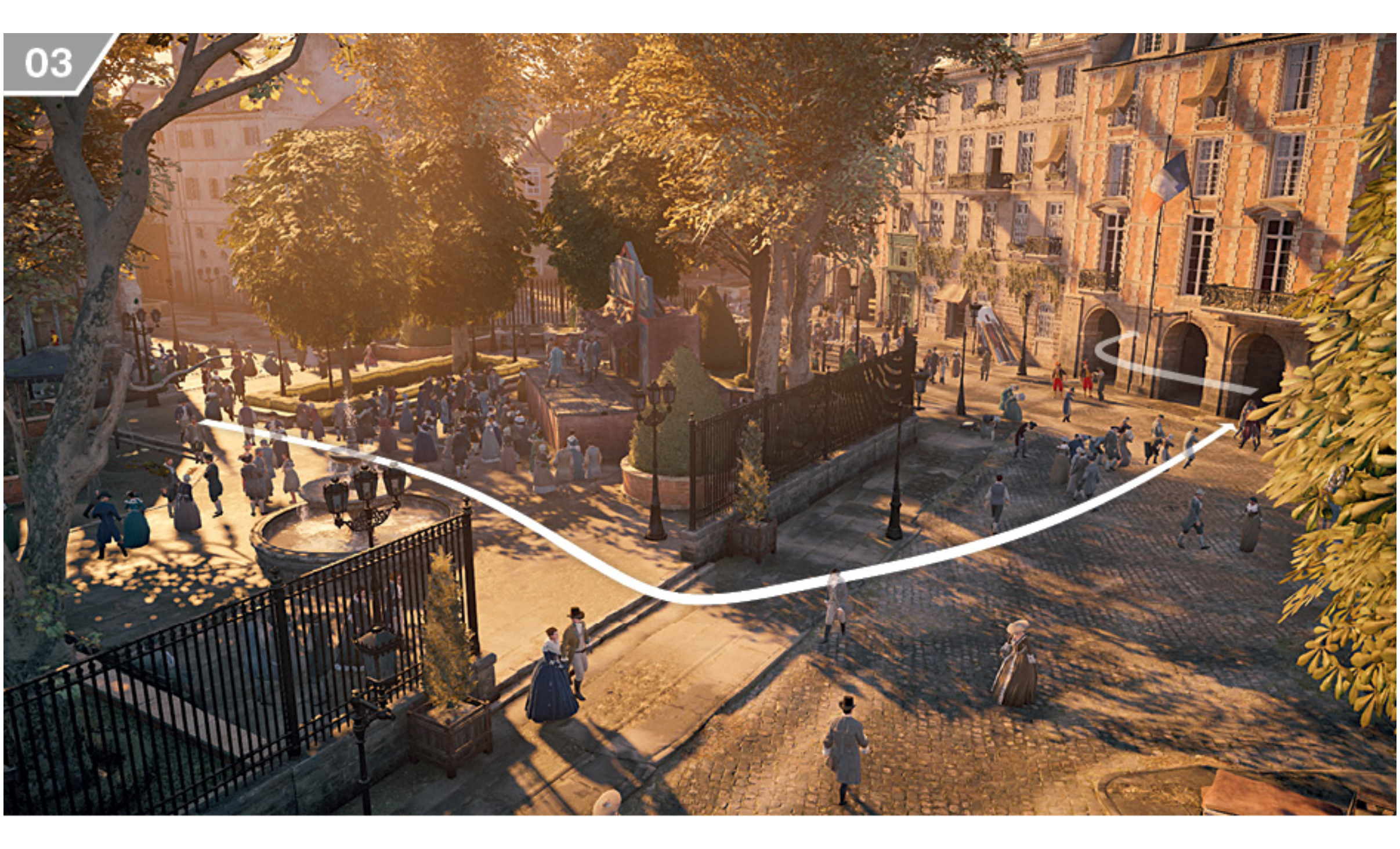
01

After you begin the Memory, enter the house and head up both flights of stairs to reach Mirabeau's private quarters. After the cutscene, there are four points of interactivity to scrutinize with ◎ / Ⓑ to complete the objectives. Start with the bed to gain a little insight, then examine the handkerchief on the floor to the left. You can then study the appointment book on the desk to the right of the bed.



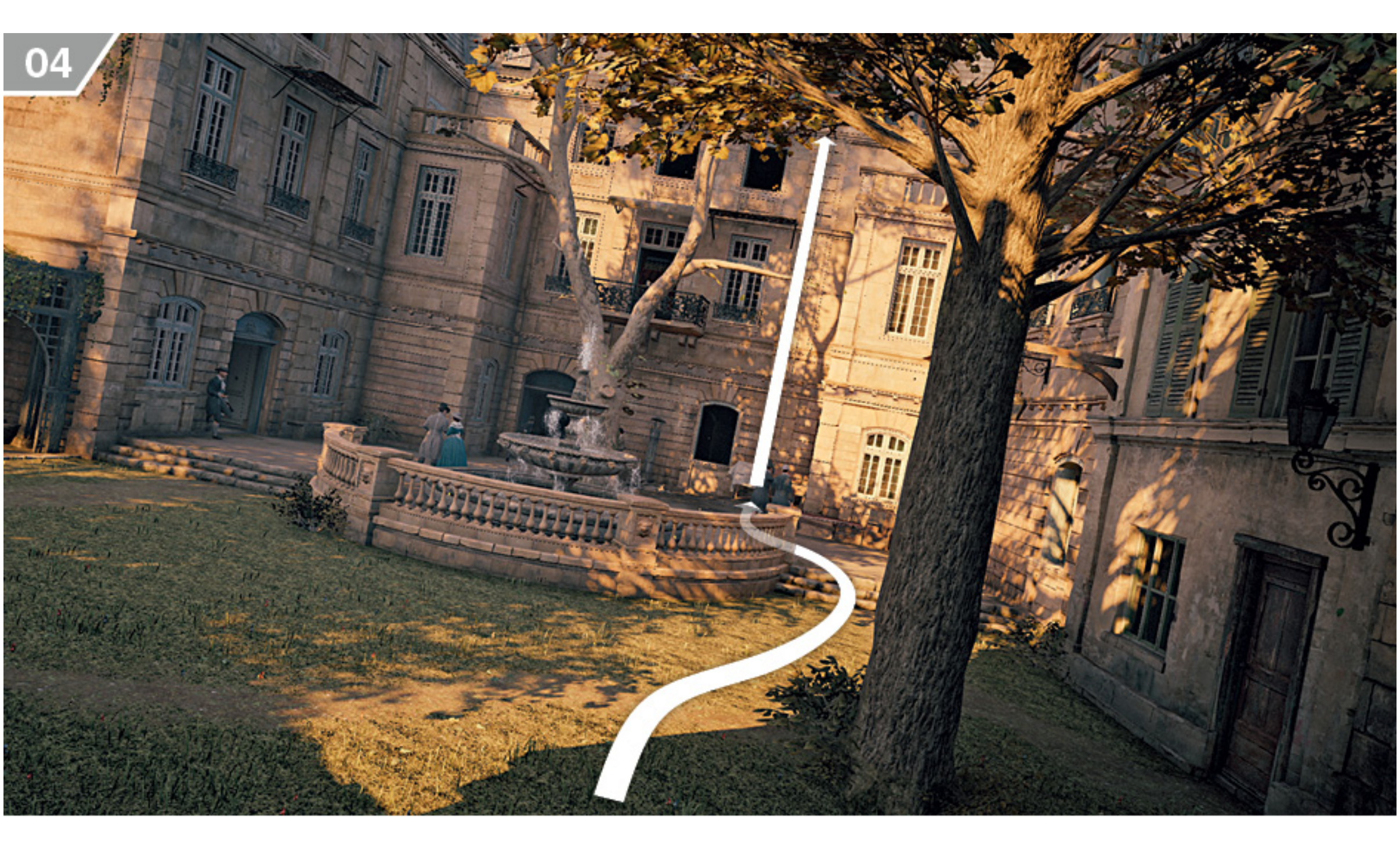
02

The final clue can be found in the cupboard on the opposite side of the room. When the cutscene ends, make your way to the Sanctuary and speak with Master Quemar at the waypoint. After the conversation, travel to the next waypoint to speak to the apothecary.



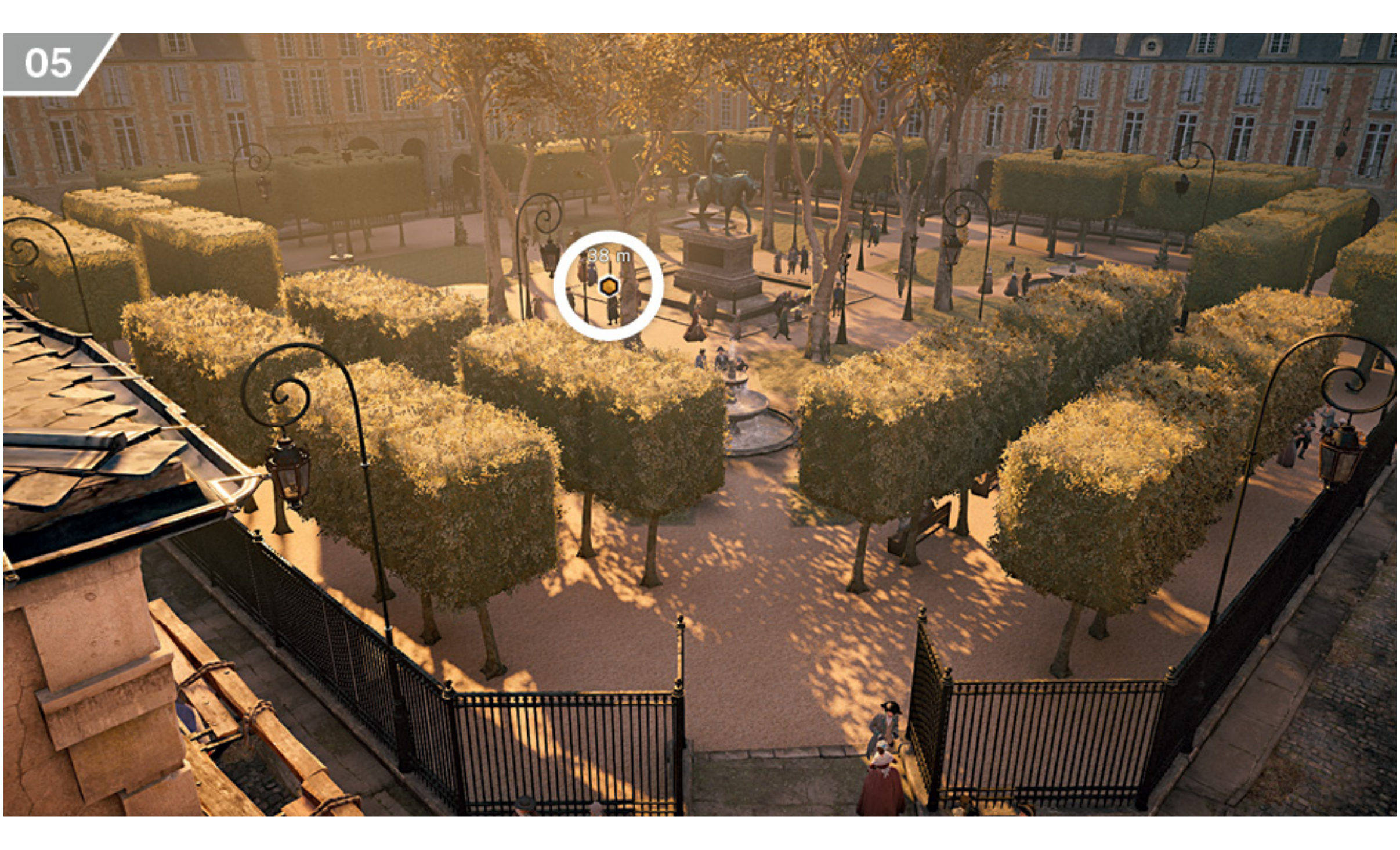
03

When you enter the building, a chase ensues after a cutscene. There are two Challenges tied to this pursuit. Your first priority should be to slide over or under objects to begin working on that particular tally; there are at least two opportunities if you stick to the central path in the opening tunnel. The apothecary makes use of Stun Bombs and Smoke Bombs in an attempt to lose Arno. The second time he drops a Smoke Bomb, just after you run through a small park, he uses it to mask his passage through a corridor in this position. To complete the second Challenge, you must follow him through.



04

After the corridor, the apothecary will pass through the building directly ahead, but your destination lies just to the right of the entrance: a lift that will enable you to complete the second Challenge, and conduct the next stage of the pursuit via the rooftops. Try to slide over low obstructions that you encounter (such as certain chimneys) to continue working on the remaining Challenge.



05

No matter how you conduct your pursuit, the apothecary will eventually arrive in a small park. At this point, exhausted from the chase, he becomes much easier to catch. If you have yet to complete the Challenge for sliding under or over objects, the benches in the park provide an easy way to finish the allotted quota. When you run within range of your target, tap ◎ / Ⓑ to perform a tackle.

Memory 03 "Confrontation"

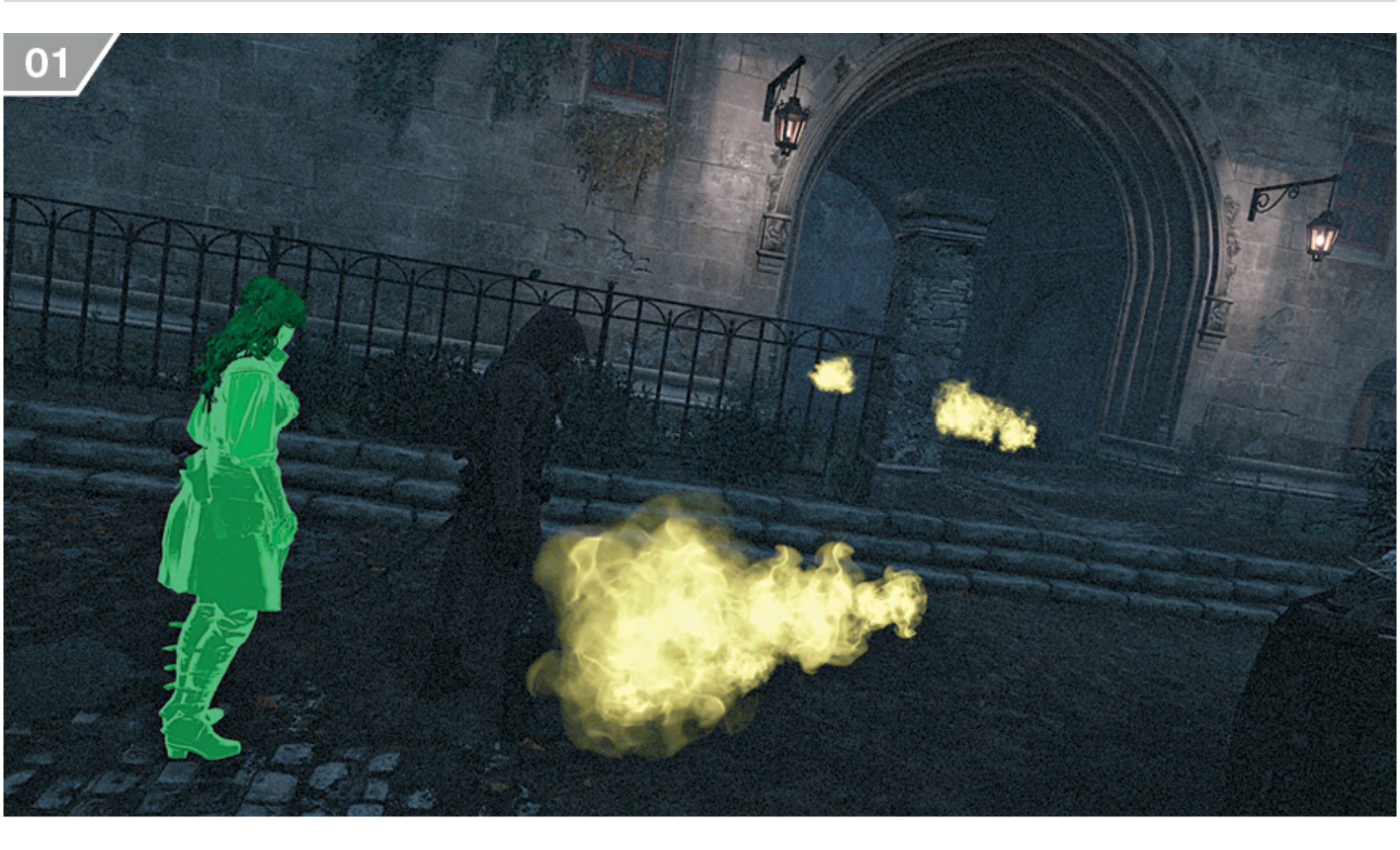
Mission Overview

Challenges

- Use Staggering Strike five times: see 02.
- Don't get knocked down: see 02.

Notes & Further Reading

- Stock up on consumable refills and health before you begin this Memory.
- A weapon with high Damage and Parry attributes is extremely useful. If you can afford the Officer's Saber, for example, or any equivalent blade, you will find this confrontation to be much, much easier.
- The first Challenge requires you to unlock the Staggering Strike skill. Skills that increase your health total are also warmly recommended. The second Challenge is difficult without practice; it takes a while to master the art of dodging the particular shoulder charge attack that knocks Arno from his feet. Don't feel compelled to complete this immediately: you can return to replay this Memory later, armed with hours of additional combat experience to bolster your resolve.
- A Server Bridge section follows the finale: don't leave your controller unattended after leaving the post-mission screen!



01

You can use Eagle Vision to follow the trail, but the destination may already be clear to some: Sainte-Chappelle, where Arno first entered the Brotherhood Sanctuary, a short walk to the south through the archway from your start position. Activate Eagle Vision to detect a trail on its walls, which will trigger a waypoint marker.

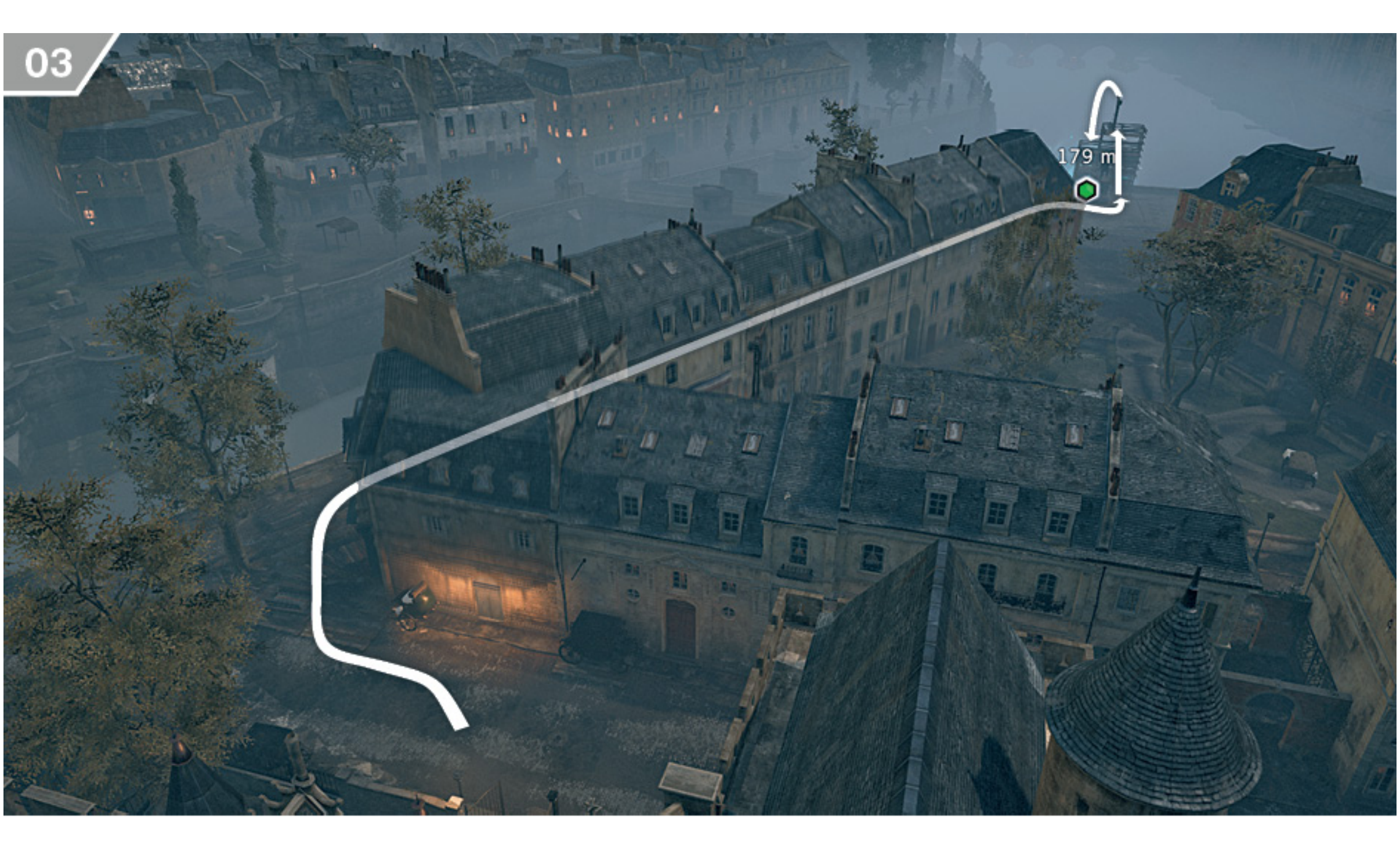
02

The fight with Bellec is divided into four distinct stages, with a gradual increase in difficulty as you progress. His primary vulnerabilities throughout are Perfect Parries and Staggering Strikes (hold ⊗ / Ⓐ), both of which lower his guard long enough for you to perform a combo.

1. **First stage:** Bellec will attack with basic combos, and is only moderately aggressive.
2. **Second stage:** Bellec begins to employ his own version of the Staggering Strike, and will also unleash heavy blows (🟥) that cause huge damage.
3. **Third stage:** Bellec will perform feints, and the timing window for blocks and Perfect Parries becomes much tighter. He launches attacks with far greater regularity.
4. **Fourth stage:** Bellec regularly employs Stun Bombs and his pistol during combat, and will regularly hurl a Smoke Bomb to disappear. Be ready to roll just before he reappears and lunges at Arno: Élise's shouts can be helpful here.

General Tips:

- During the cutscenes that mark the transitions between stages, follow the onscreen prompts and repeatedly press the buttons that appear.
- Stun Bombs and Smoke Bombs can create openings for full combos while Bellec is disoriented or unsighted, but you should save these until the more demanding latter half of the battle.
- The dodge move becomes increasingly vital as the fight progresses, especially during the third and fourth stages. Though you will need to time and direct your rolls carefully, a period of purely evading Bellec at the start of each fight section will enable you to study his attacks and get a feel for how to respond.
- Don't use the Staggering Strike with abandon: try to time it for when Bellec is briefly off-balance, for example after each successful Perfect Parry.
- Though the Staggering Strike Challenge is entirely routine, the Challenge where you must prevent Arno from being knocked off his feet is rather more difficult. To complete it, it's necessary to get a good feeling for when Bellec is likely to employ his barge move, read the fleeting visual cues (look for that tell-tale drop of the shoulder), and roll away before he barges Arno. Be especially cautious after completing the third blow of a combo, after basic parries, and when Bellec repels an attempted blow.

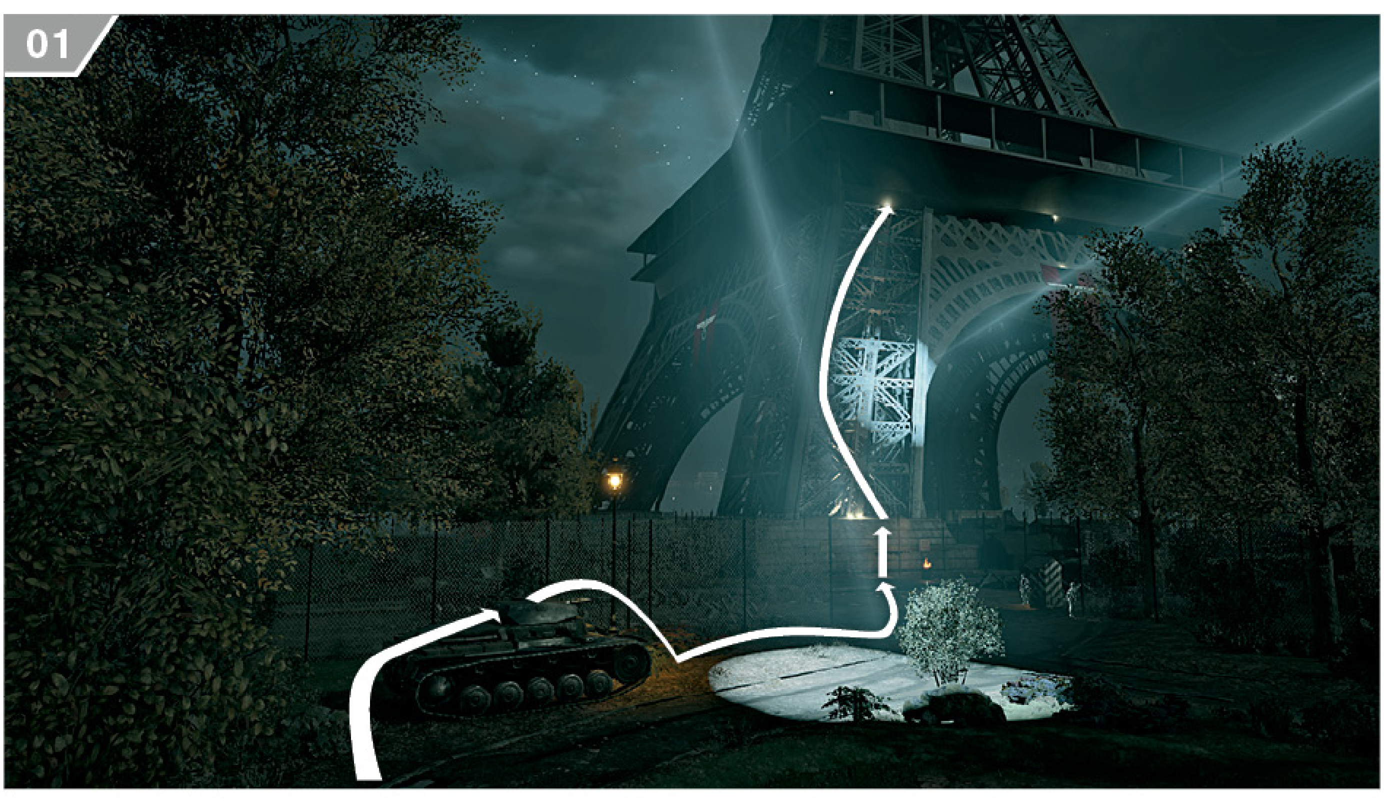


03

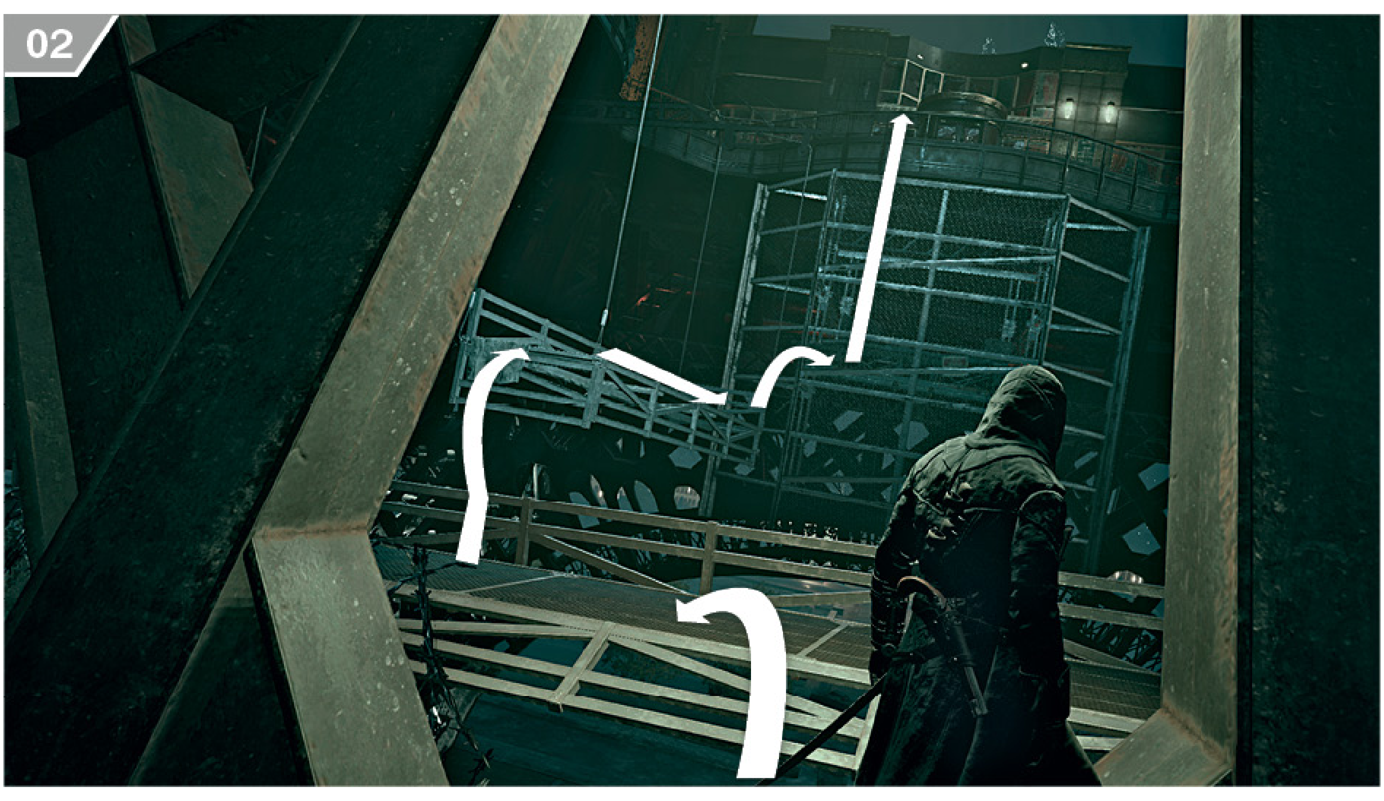
After you complete this Memory, a waypoint appears for the second Server Bridge episode. Climb the wooden structure above the Rift and perform a Leap of Faith to pass through it.

Walkthrough

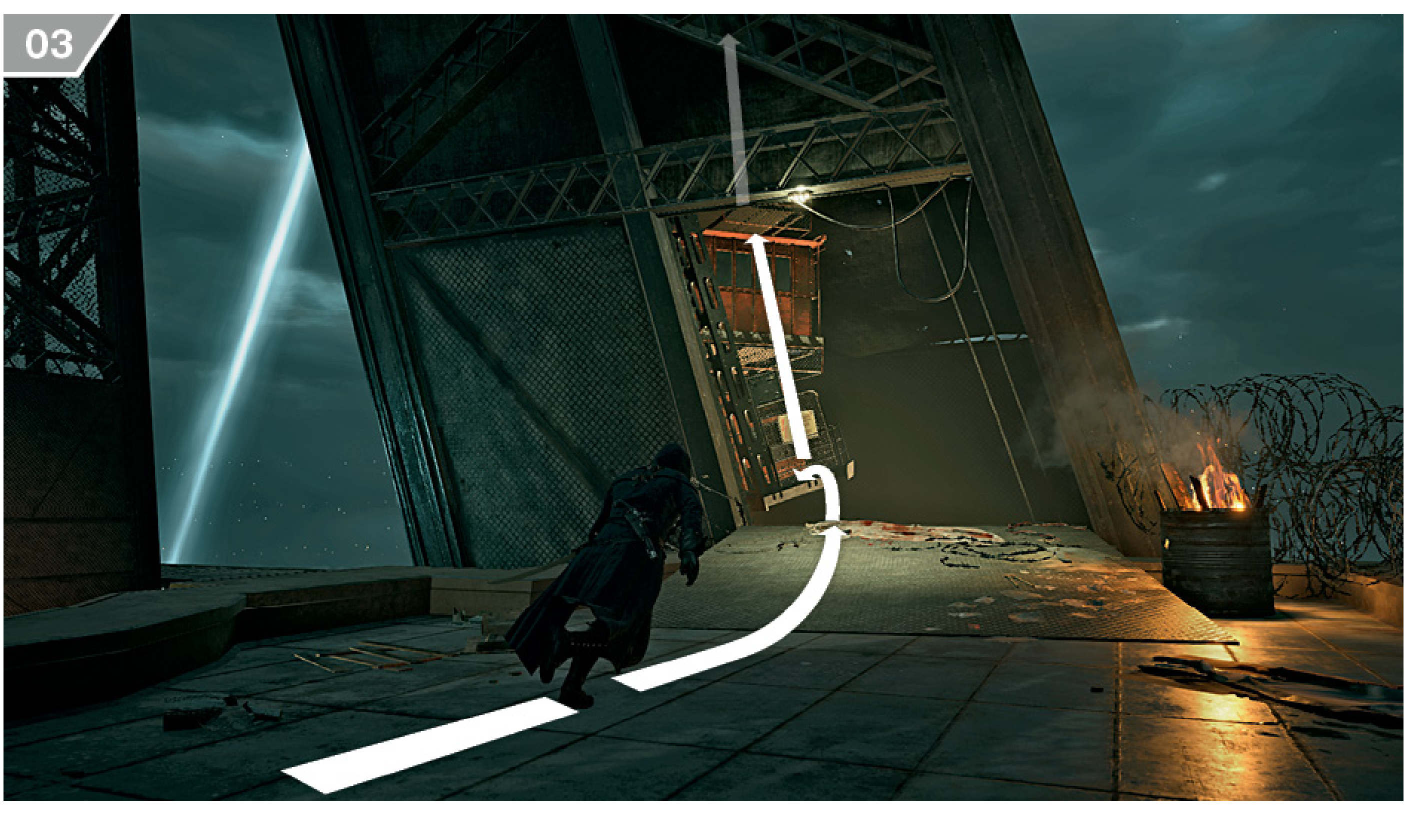
Server Bridge: Paris 1944



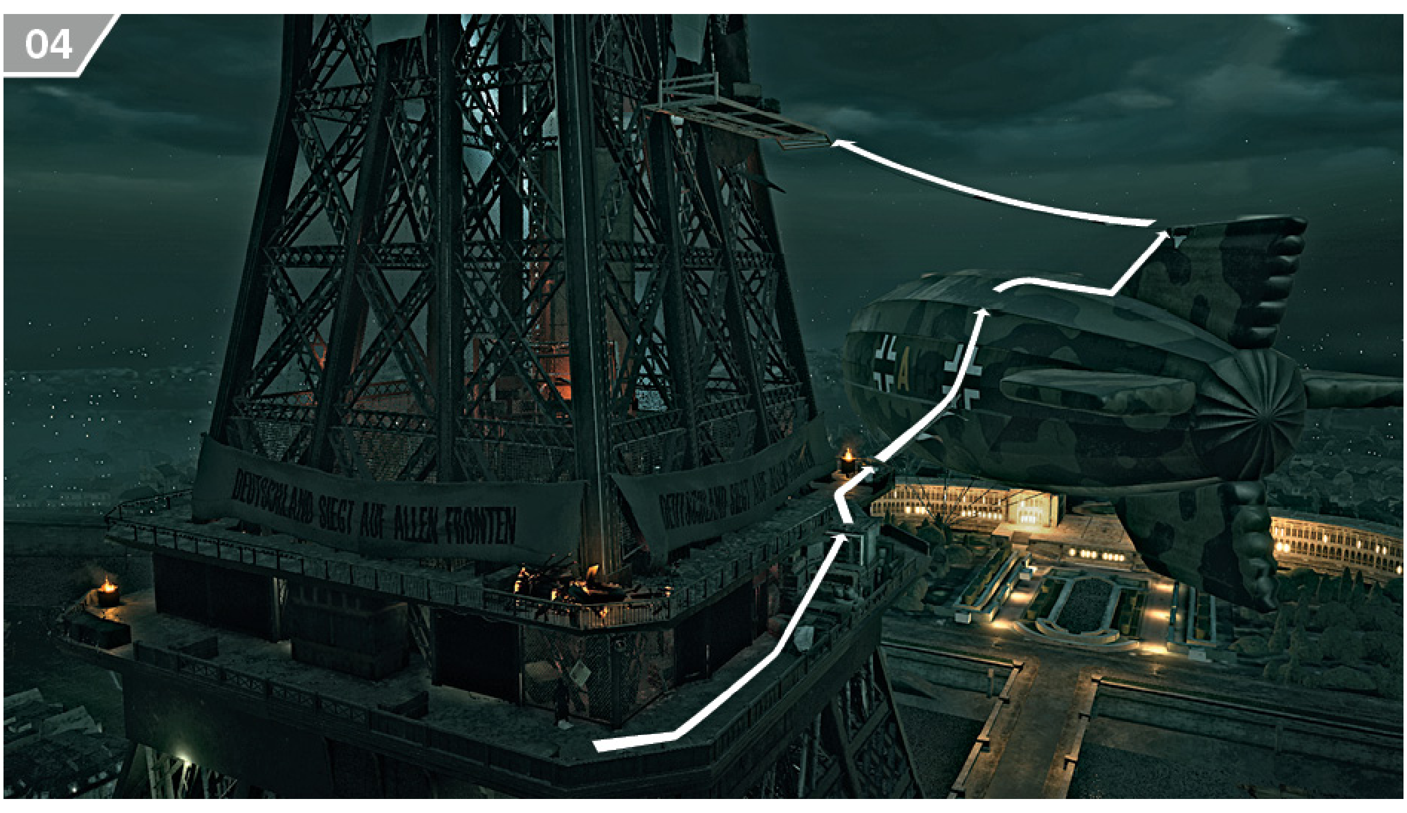
From your start position in the sewer, run through the tunnels until you reach a ladder, then climb this to reach the surface. During this Bridge, Arno will be subjected to gunfire if he is illuminated by searchlights. Climb over the tank to pass the first searchlight. When you reach the base of the tower, approach the broken fence section and begin climbing. As prompted, use ⊗ / Ⓐ to encourage Arno to jump whenever he pauses during the ascent. Angle your climb to avoid the searchlight when you approach it.



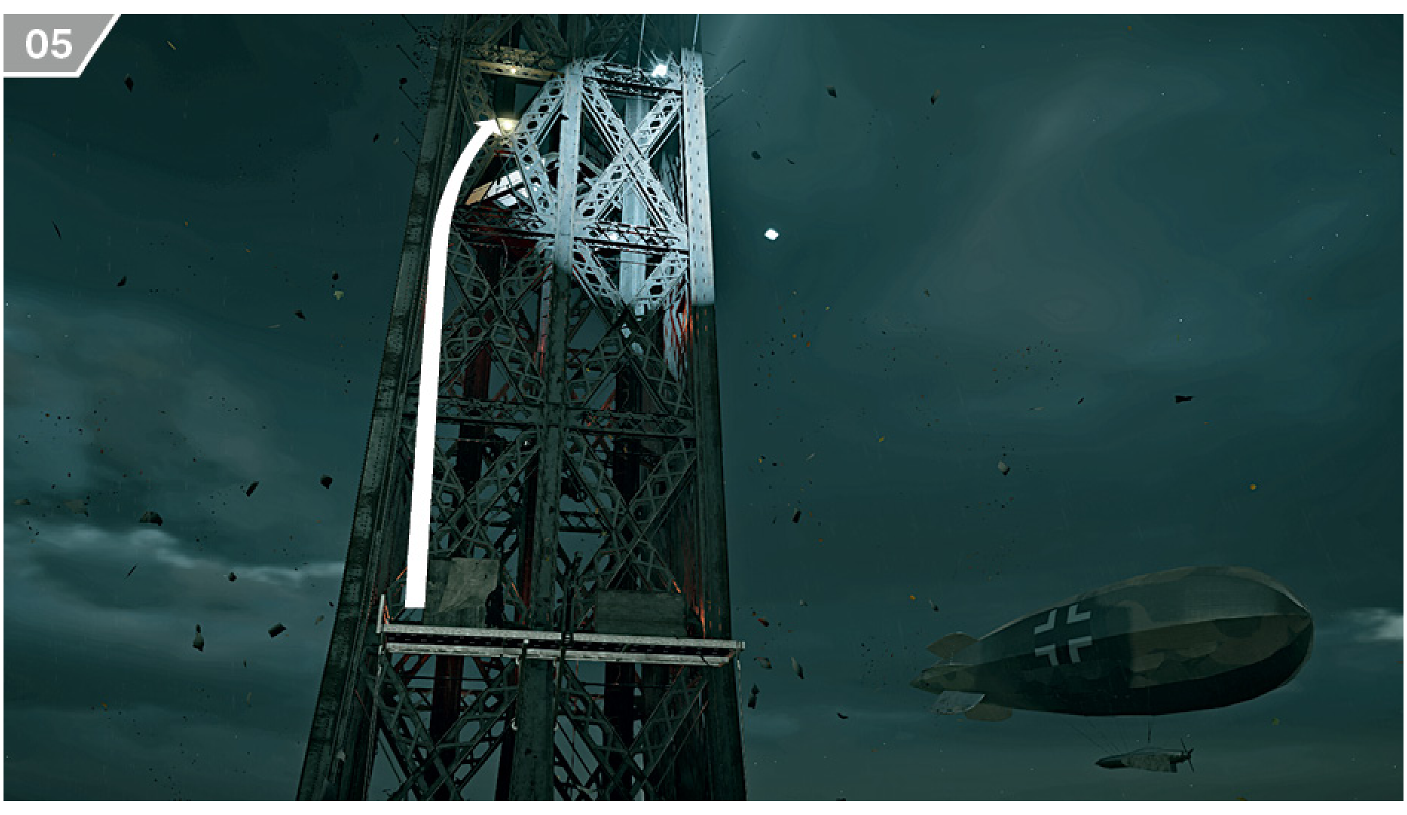
When Arno climbs onto the ledge, run forward until he automatically moves beneath the tower. Follow the route shown here to reach the platform on the far side, moving purposefully during the wall ascent to avoid a searchlight.



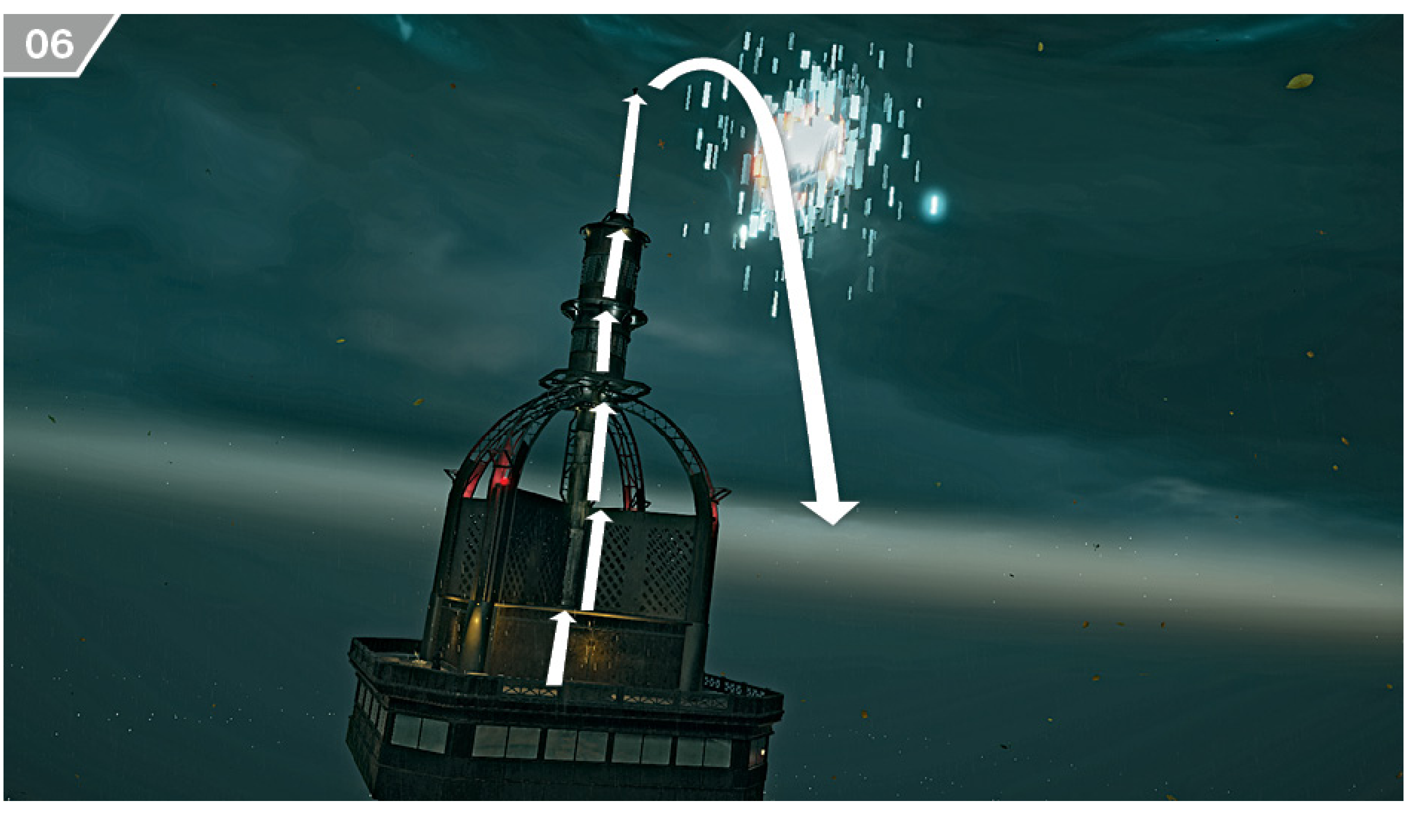
At the platform, turn left and enter the lift shaft for the next ascent. Press ⊗ / Ⓐ to reach higher ledges whenever Arno pauses, and stay on the right-hand side to avoid an electrical hazard. At the top, move right to grab the ladder, climb it, then go through the door.



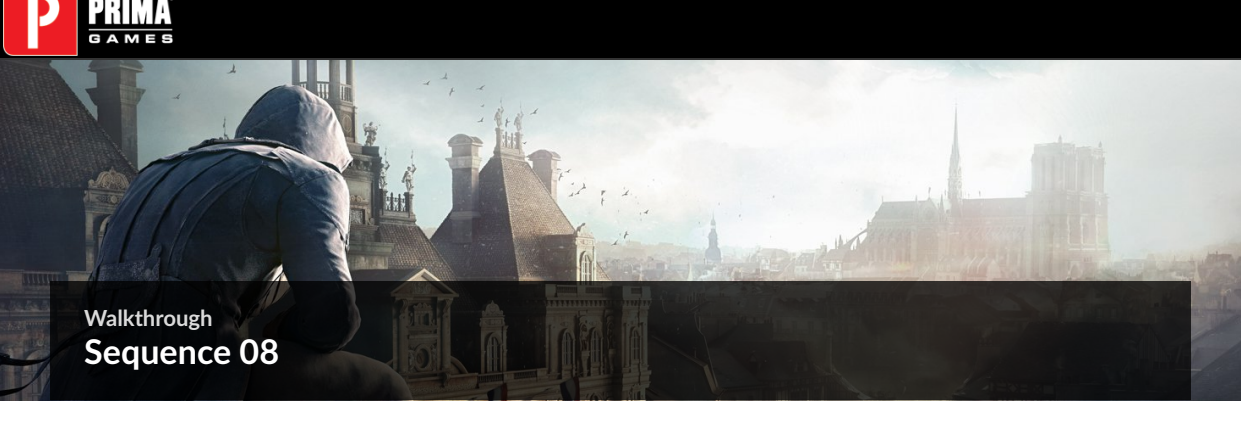
Follow the path until a plane flies towards Arno, then immediately move towards the nearby crate and press ⊗ / Ⓐ to snap to cover. Once the plane has passed, run over to the machine-gun emplacement and press ◎ / Ⓑ to control it. Fire at the attacking plane with R2 / RT, taking care to hold L2 / LT to take cover when it makes an attack run. It's usually safe to continue firing for a few seconds when this begins. When the plane explodes, follow the route illustrated above to reach the Zeppelin and, from there, a platform on the tower.



From the platform, begin your ascent to the top of the tower by using the lift rope, then stay on the left-hand side and pause, if required, to pass the searchlight without incident. Arno will automatically climb through the girders. Climb on top of the elevator to trigger a brief cutscene.



Climb the small ladder and head up the steps. After the barrage of gunfire, you must man the nearby machine gun and shoot down two planes. Start with the one that attacks from the left, and err on the side of caution when hiding from their initial (near-synchronized) attacks. Naturally, it makes sense to focus your fire exclusively on one plane. When you're done, follow the route shown here to reach a platform far above. Climb to the very top of the spire and perform a Leap of Faith through the replacement portal to conclude your journey through the Bridge.



Memory 01/“The King’s Correspondence”

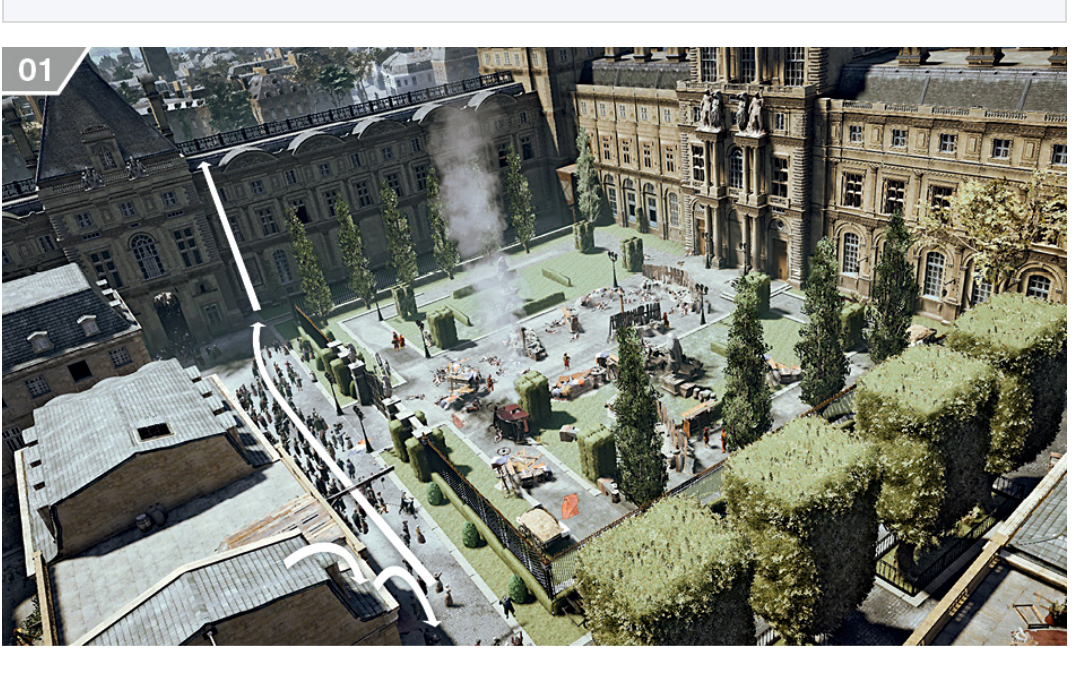
Mission Overview

Challenges

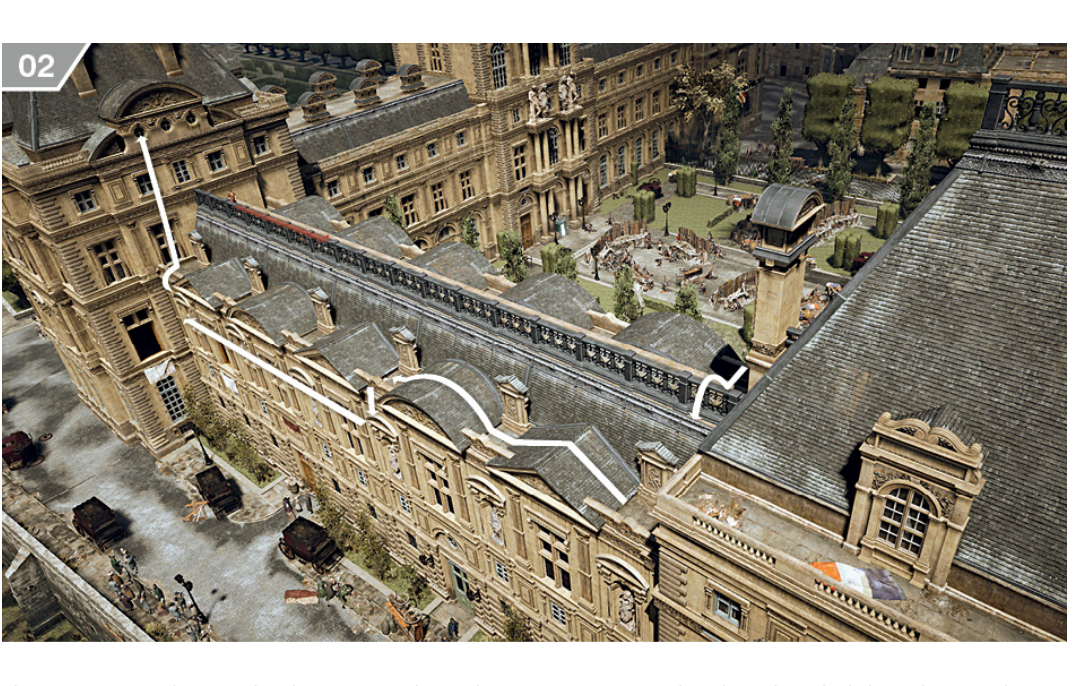
- Sabotage three alarm bells: see 05 .
- Perform three cover kills: see 10 .

Notes & Further Reading

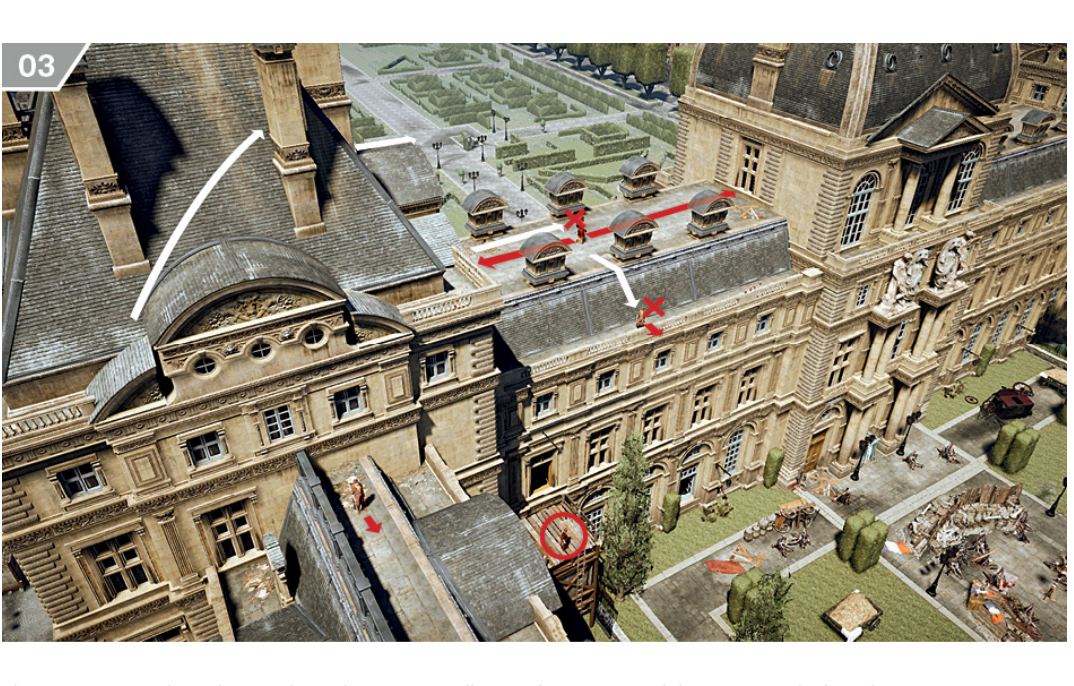
- After the Sequence begins, you will need to visit the Sanctuary for Arno to receive the orders that set this Memory in motion. When the opening cinematic ends, you start on a rooftop overlooking the Palais des Tuileries. While your natural instinct may be to accept the invitation of the hay cart below and attempt to sneak your way through the garden, this will plunge you into a web of interlocking fields of vision, awkward patrols and a very high probability of detection. Our pure stealth approach bypasses this enjoyable puzzle almost entirely, but it’s definitely worth returning to beat it on a later playthrough.
- We suggest that you use a double air assassination for a fairly critical step in this walkthrough so, if you have yet to do so, we suggest that you purchase this skill beforehand.



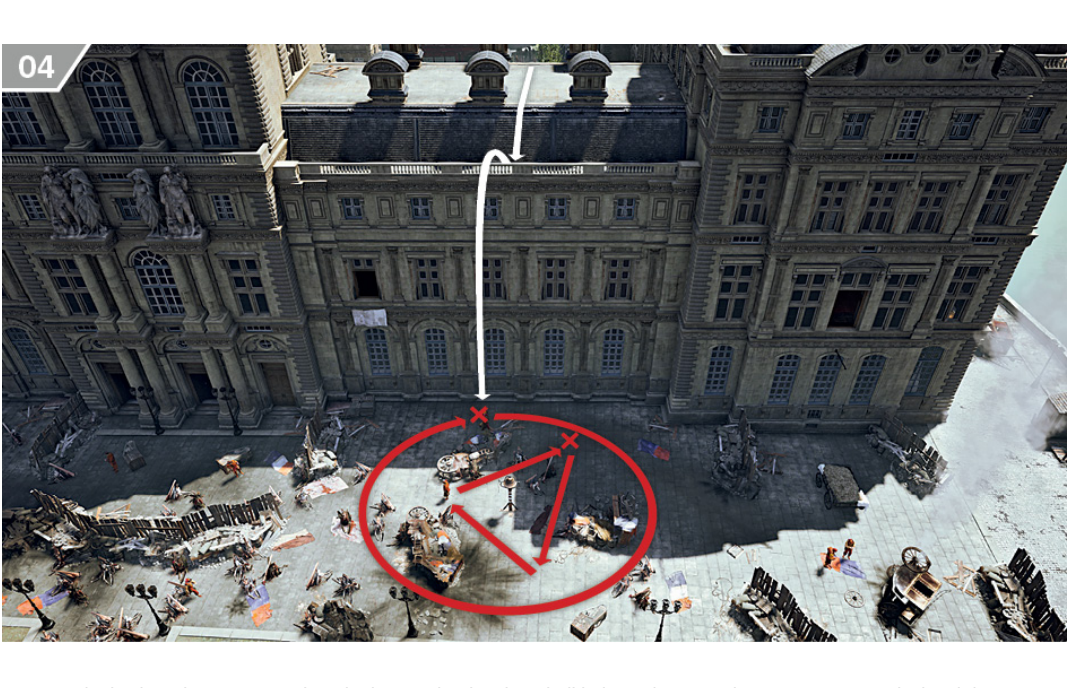
There are numerous points of entry to the Palais des Tuileries, but most carry a high (and, in some instances, absolute) risk of detection. Your first priority, then, is to secure the safest way into the building. From your start position, climb down to the street and follow the directions on the accompanying screenshot to reach a rooftop to the southwest.



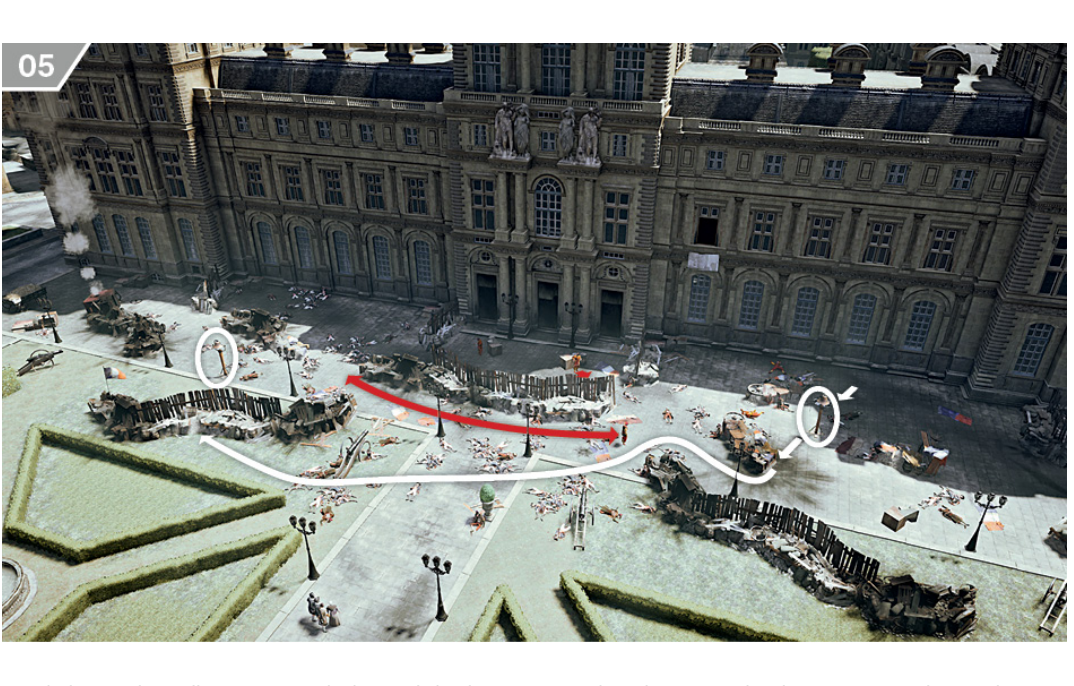
There is a sniper at the far end of the rooftop to the northwest, so jump over to the other side of the balustrade to avoid detection. While the use of Stealth Mode should enable you to pass him without being spotted when you draw close, you can also drop down and traverse to the left on the outer face of the building to be extra careful. Once you are behind him, climb to the upper rooftop.



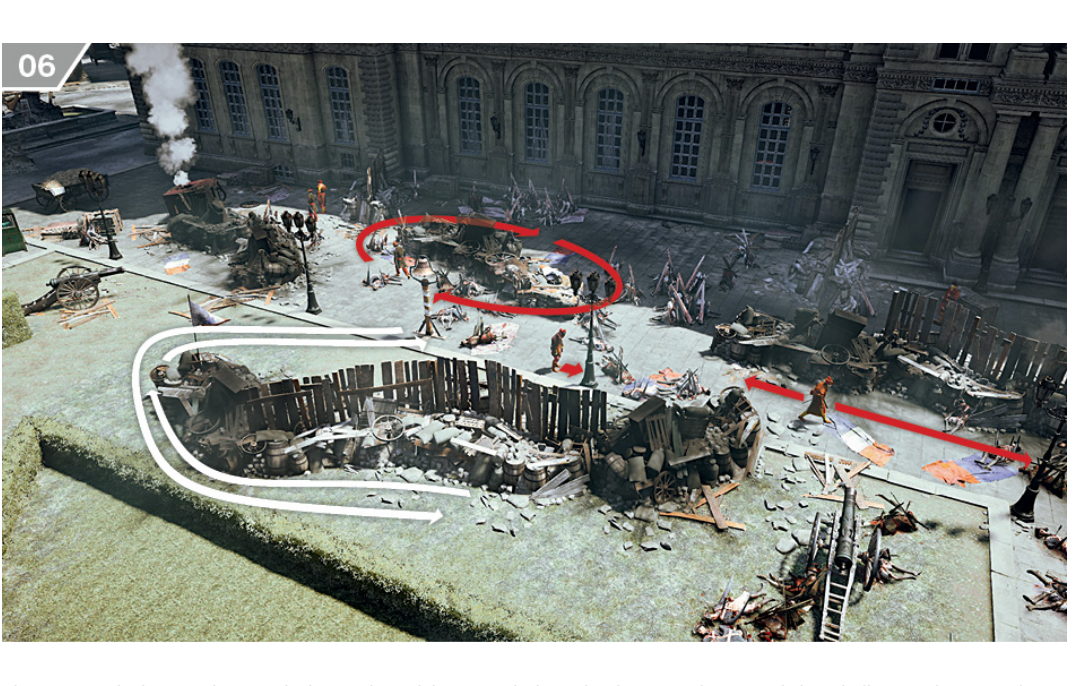
There are two guards to eliminate here: the Brute patrolling on the rooftop, and the sniper overlooking the front entrance. You can actually ignore the marksman that you passed a few moments ago, as he poses no threat. Wait until the Brute faces away from you, then drop down and run in behind him for a quiet kill, then dispatch the sniper in the same manner. If you do not wish to complete the Challenge to sabotage three alarm bells, you can air assassinate the guard on the wooden tower (circled above) and skip to step 09 of this walkthrough. Those who will settle for no less than 100% completion have a few tasks to perform beforehand...



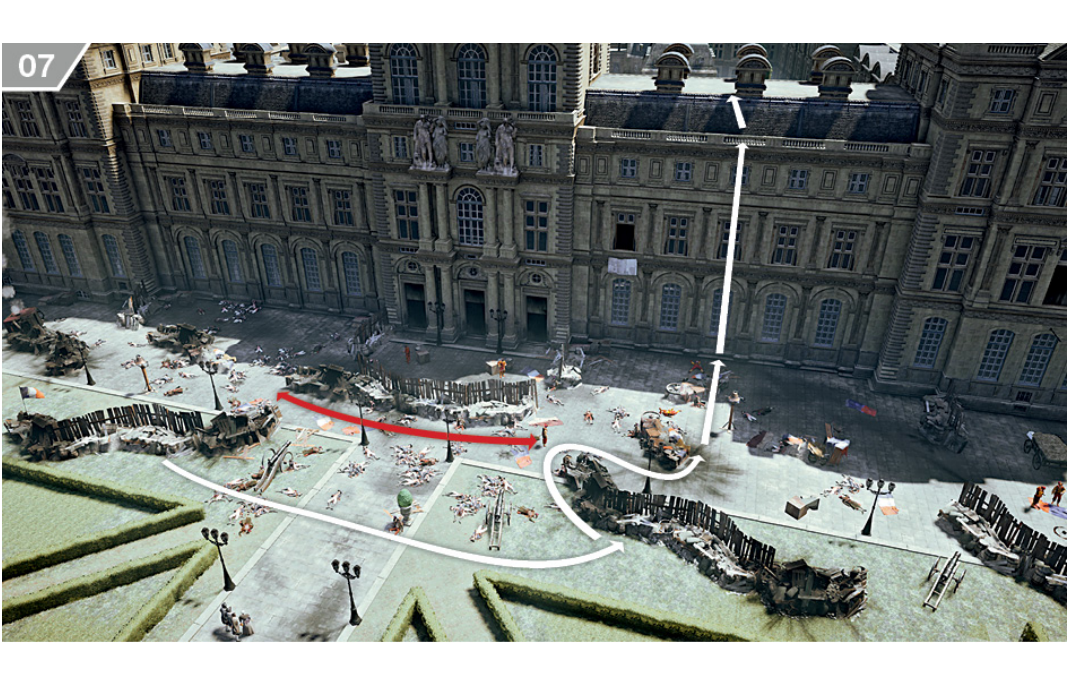
Move to the back of the rooftop and study the area by the alarm bell below. There are three Extremists to deal with before you can sabotage it, but the need to avoid alerting additional enemies to either side of this general area (particularly the main door) means that you will need to be quick and purposeful. When the pair walking the outer patrol pass below your position, perform a double air assassination to eliminate them simultaneously. Hide behind the debris and wait until the solitary guard’s patrol takes him to the closest point to the building, then sneak behind him for a Hidden Blade kill.



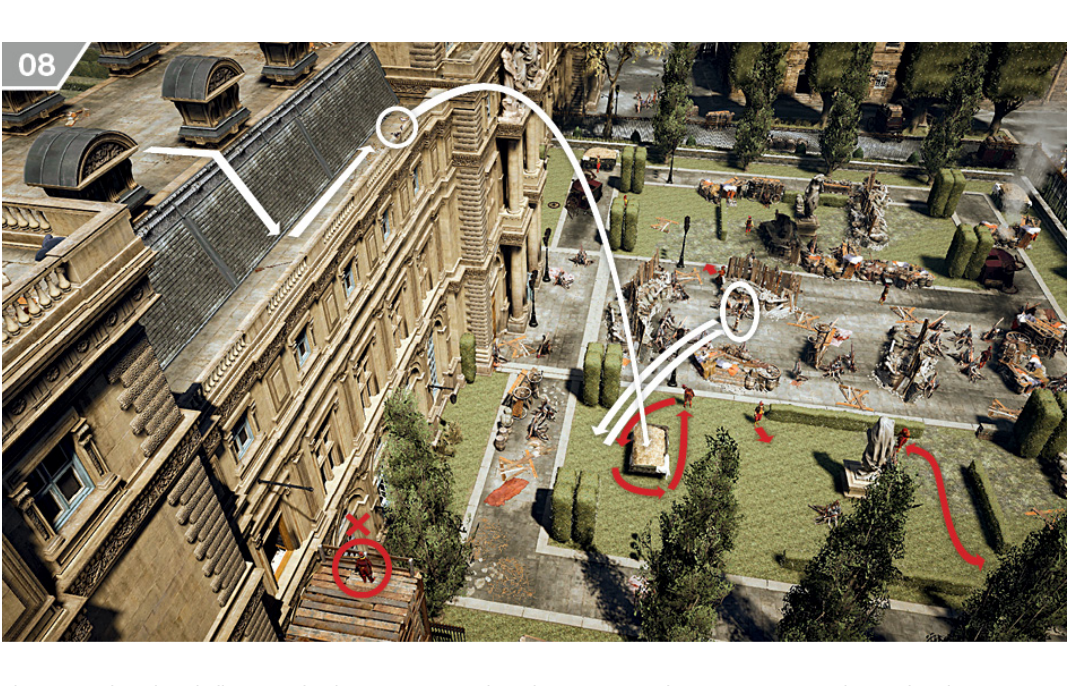
Watch the guard patrolling in front of the barricade by the entrance with Eagle Vision. When he turns away, sabotage the alarm bell, then follow the exact route shown above to reach a position close to the second alarm bell.



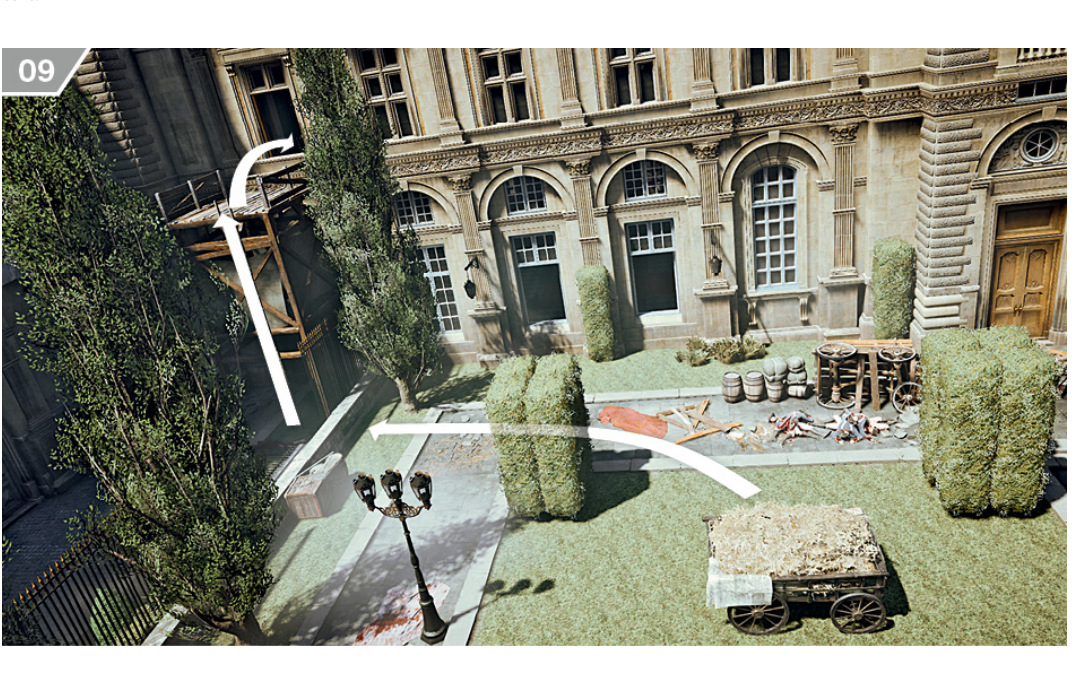
There is guard who patrols around a large pile of debris, a path that takes him past the second alarm bell at regular intervals. If you wait until he strolls past the bell, you can easily sneak to it with Stealth Mode active, sabotage it and move back behind the barricade before Arno is spotted.



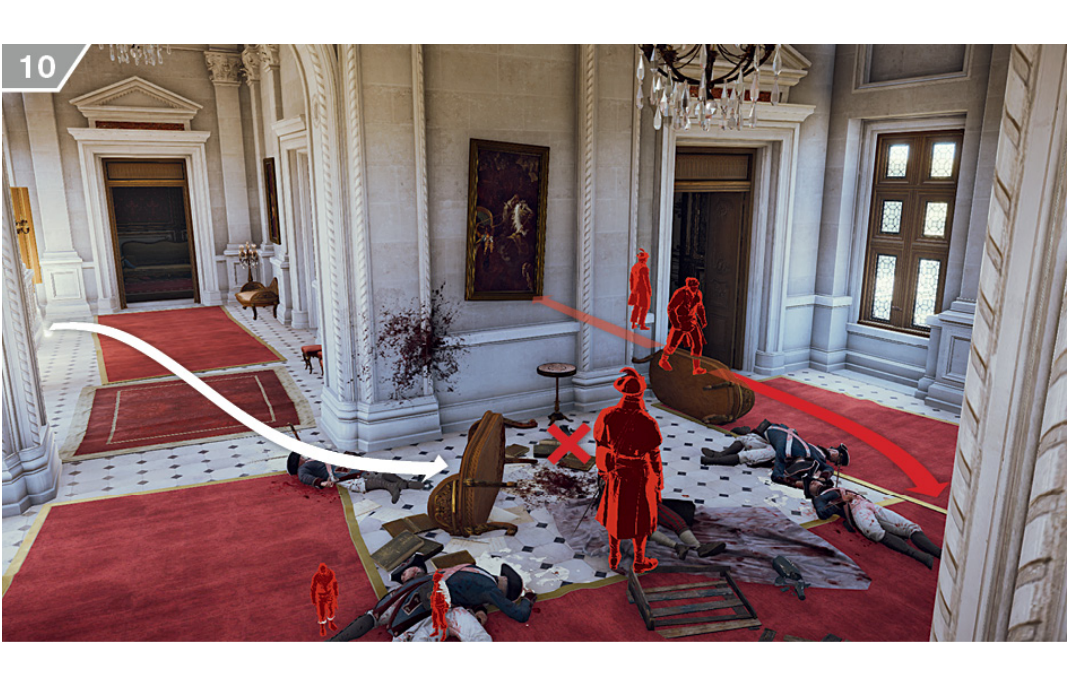
You now need to return to the rooftop. Don’t try to cut corners during the journey, and time your movements to coincide with the patrolling Extremist. When he sets off, move to the barricade on the right as directed above. You can then loop around the debris (to avoid detection by a guard standing close to the entrance) and scale the building.



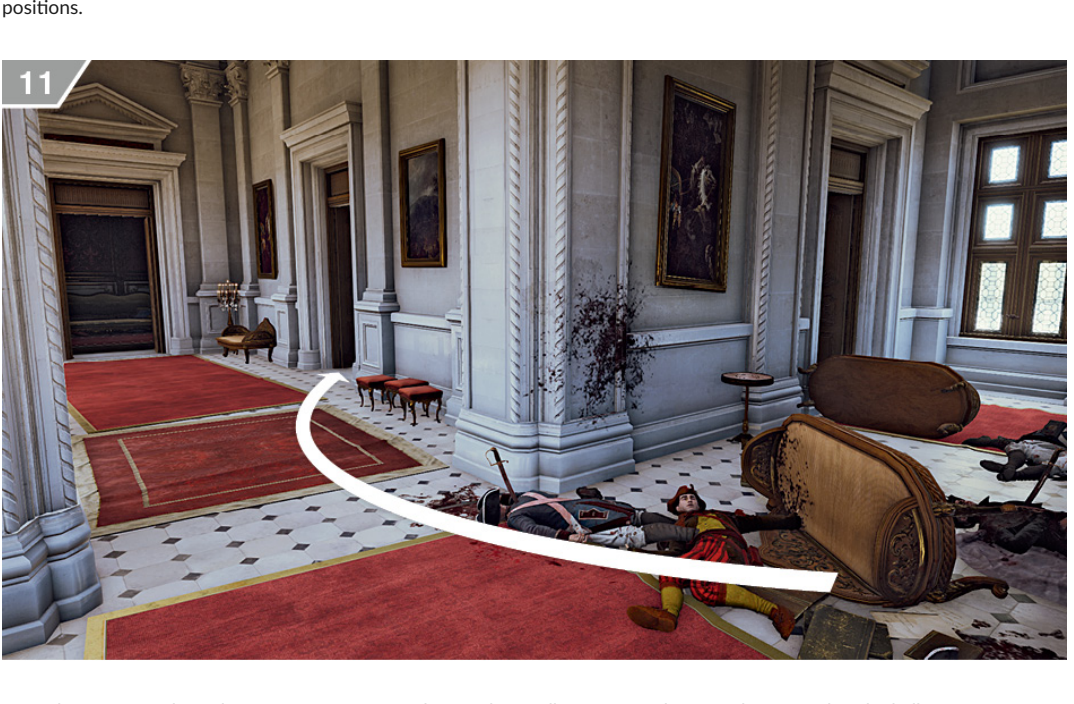
There is one last alarm bell to attend to before you enter the palace. Return to the front entrance and neutralize the sniper on the wooden platform with the Phantom Blades. Move to the Leap of Faith position marked by guano, then dive into the hay cart below. Wait until the guard patrolling around it passes behind your hiding spot, then perform a stealth kill when he moves within range. Now watch the Brute who has a short patrol that leads him to briefly face in your general direction. When he turns away, hop out of the cart and move stealthily to the alarm bell. After sabotaging it, return to a position behind the hay cart.



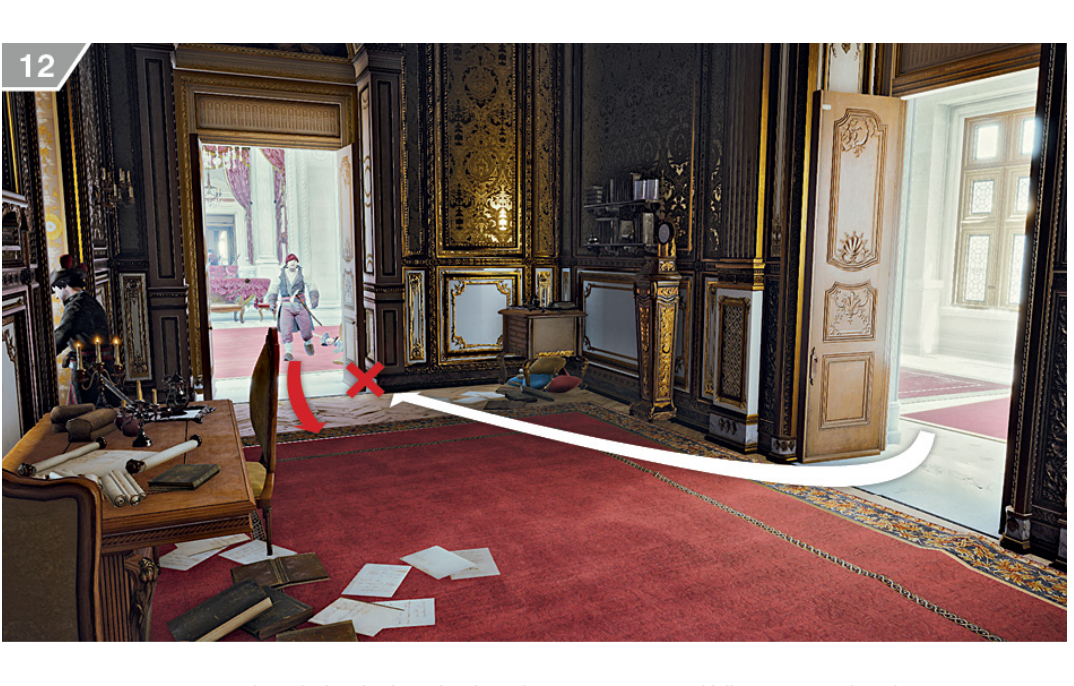
Use the ladder in the corner to climb to the wooden platform (where you earlier killed the sniper) and, after activating Eagle Vision to ensure that there is no one watching, climb through.



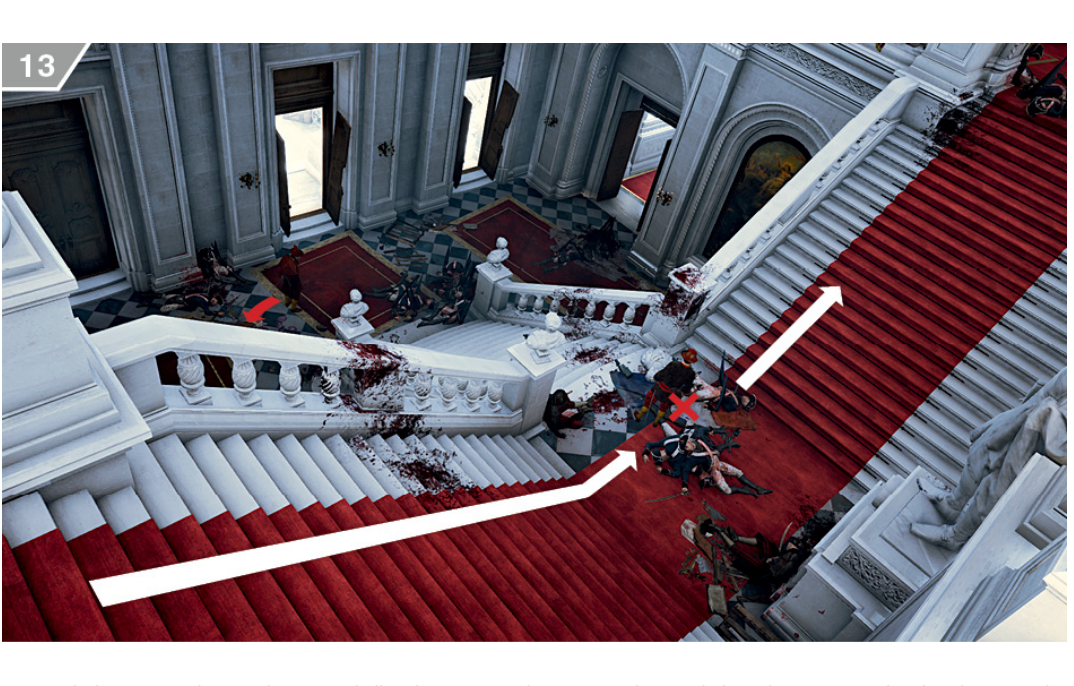
Inside the building, activate Eagle Vision to detect three guards: one in the small room to the left who poses no danger (he is thoroughly engaged with the door), a Brute who patrols between that room and the grand entrance hall, and a stationary Extremist who watches the door of the small room. Wait until the Brute enters the small room, then sneak up to the overturned couch and lock into cover. From here, you can quickly perform the first of three required kills from cover positions.



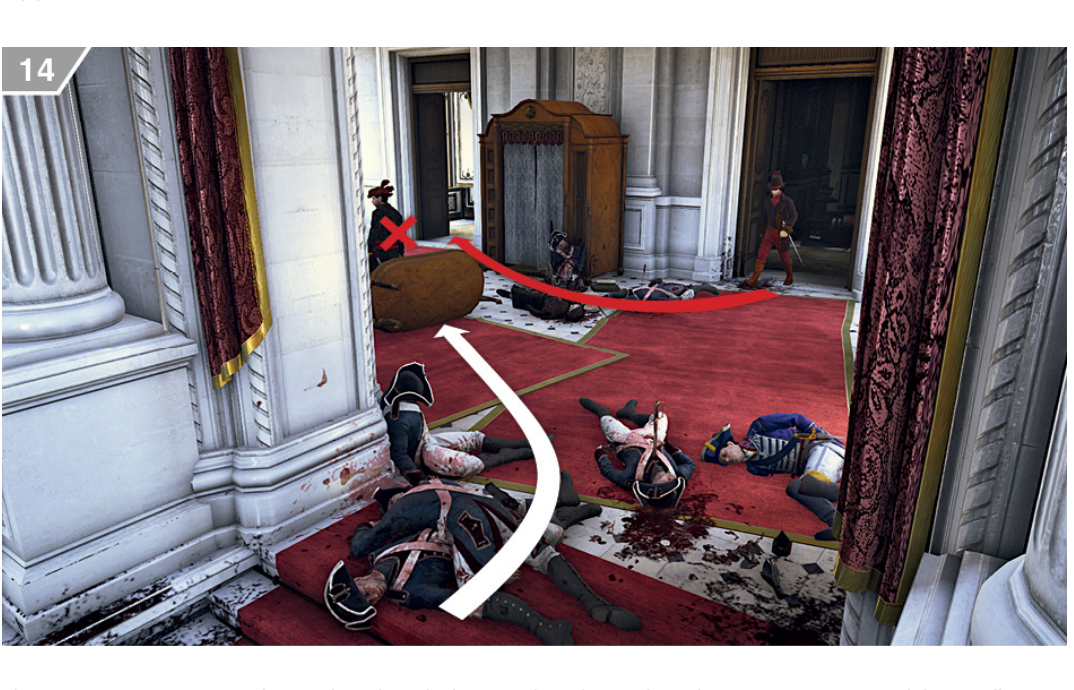
From the overturned couch, retrace your steps and enter the small room once the Brute has moved to the hall.



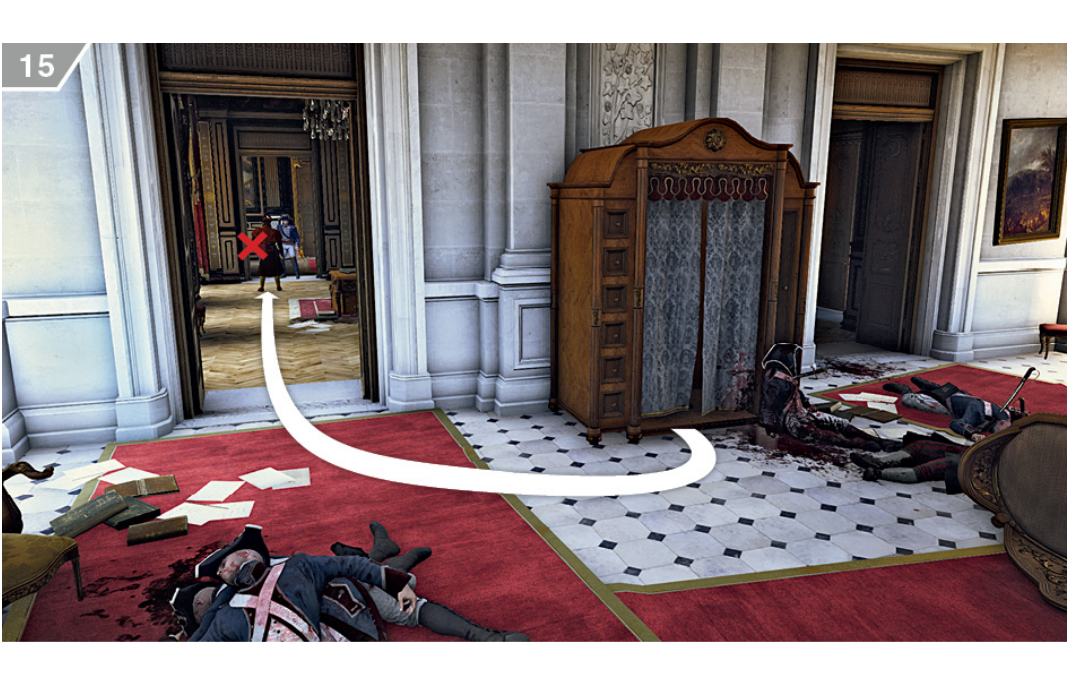
Get into position in cover on the right-hand side of this door, then perform a second kill from cover when the Brute returns.



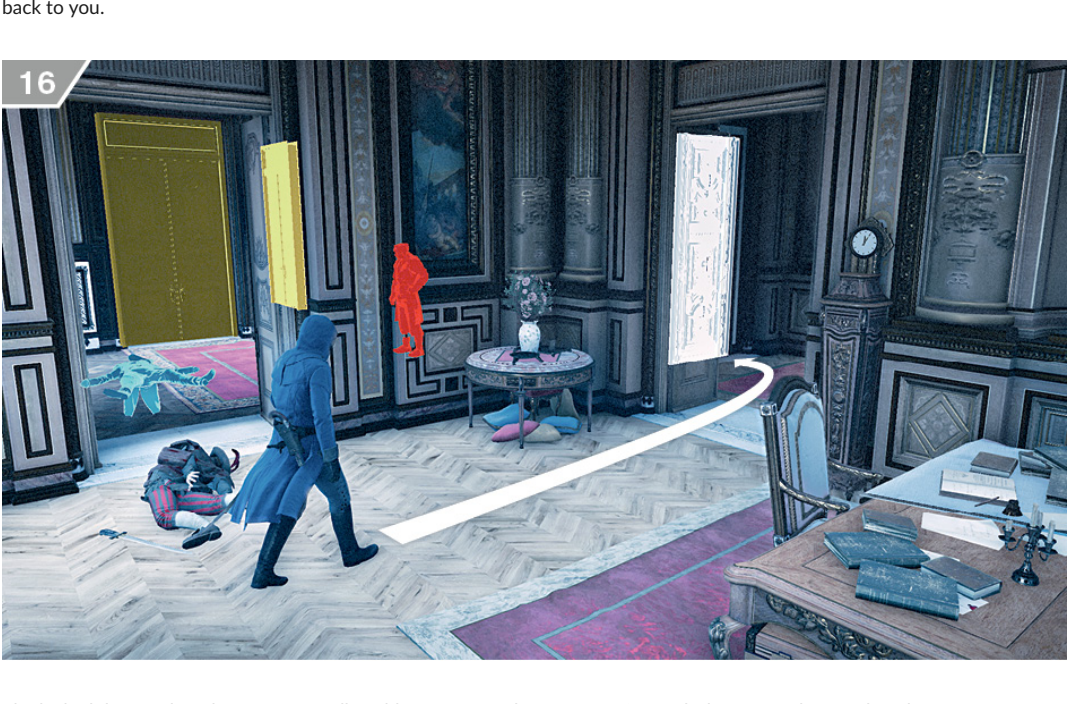
Approach the stairs in the grand entrance hall and activate Eagle Vision. In the area below, there is a guard with a short patrol that takes him to a position close to the door leading outside. When he walks away from that location, creep down the stairs and kill the guard directly ahead with the Hidden Blade. Move up the next set of stairs, but stop halfway and activate Eagle Vision.



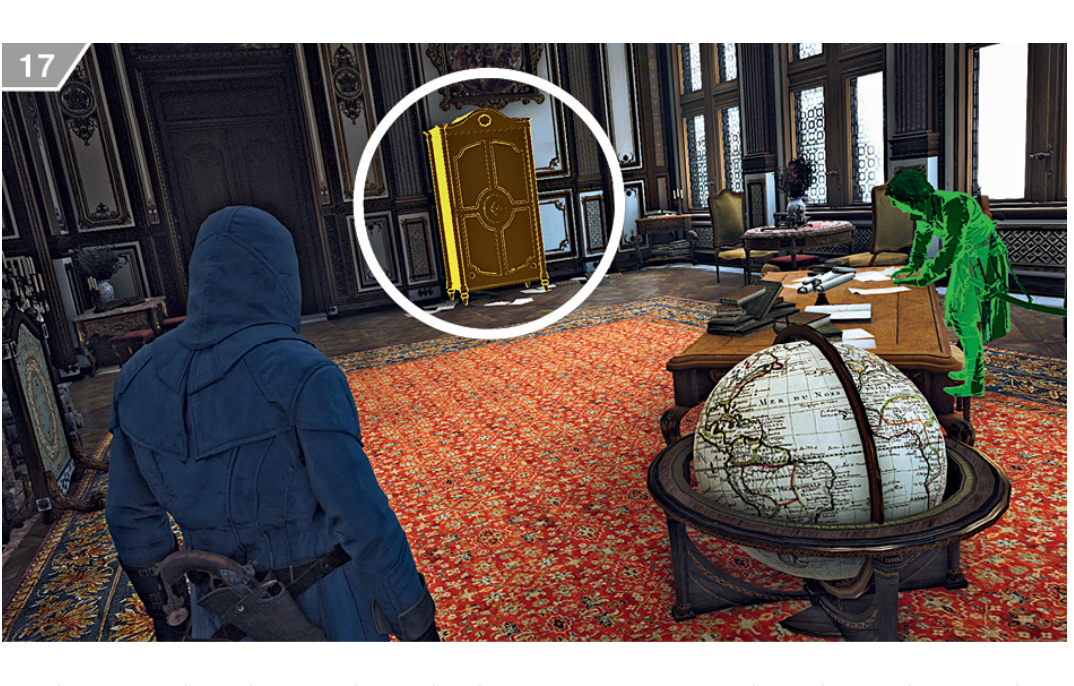
There is a stationary Extremist here and another who has a moderately complicated set of actions. Wait until the patrolling hostile moves to the left, past the hiding place, then move up and lock to cover behind the table. Perform your third cover kill here to complete the Challenge, then creep into the hiding spot. Eliminate the Extremist when he walks by.



Through the door on the left, you will witness a terrified soldier confronted by two Extremists (the second, a Brute, is just out of sight in that room). Though you can’t get there in time to change the outcome, you can run over and kill the enemy with his back to you.



The locked door in the adjacent room will enable you to avoid a confrontation with the Brute who watches the open entrance. You can then interact with either of the two doors highlighted in Eagle Vision to advance the story.



After the cinematic, identify the Armoire de Fer with Eagle Vision. Before you interact with it, ready a ranged weapon and either Smoke Bombs or Stun Bombs. Extremists will arrive in waves, so focus on incapacitating each group and eliminating the weakest targets first. When the battle ends, follow Napoleon though the sewers. The closing moments of the Memory are entirely straightforward.

Memory 02/“September Massacres”

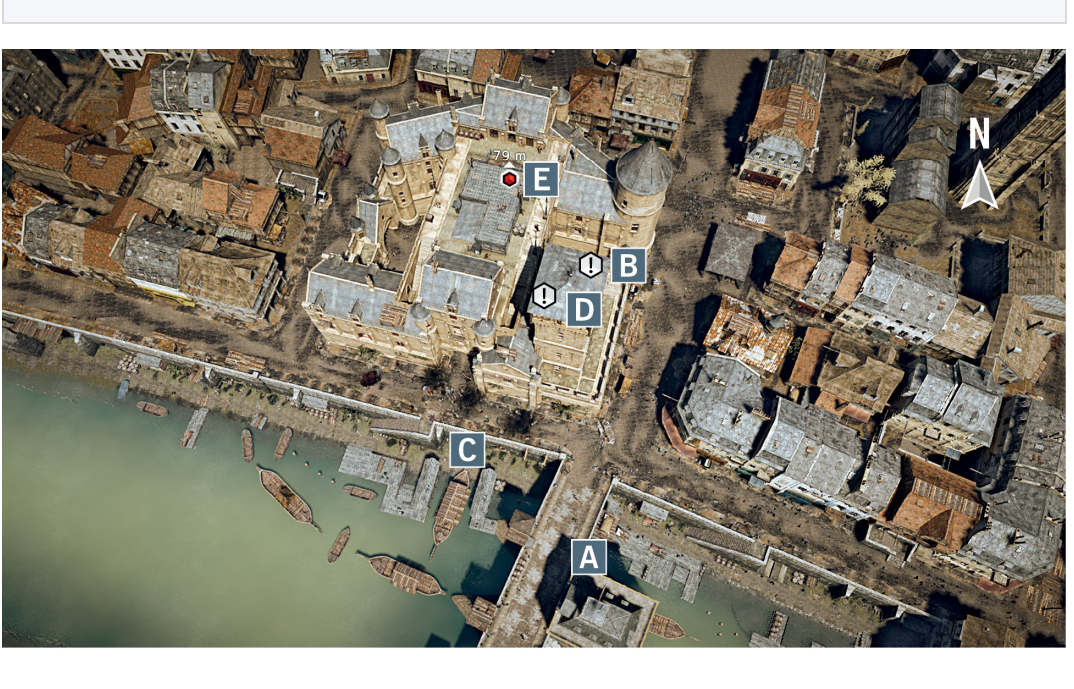
Mission Overview

Challenges

- Three cover kills: see 05 .
- Three ledge assassinations: see 12 .

Notes & Further Reading

- As with all prior main assassination missions, we include directions for optional objectives and presume that you complete them as directed.
- Though our walkthrough focuses on stealth, an aggressive approach could be equally successful until you reach the rooftop area. At that point, the sheer number of guards (and, unless you complete the second optional objective, snipers) encourages a switch to a measured approach.



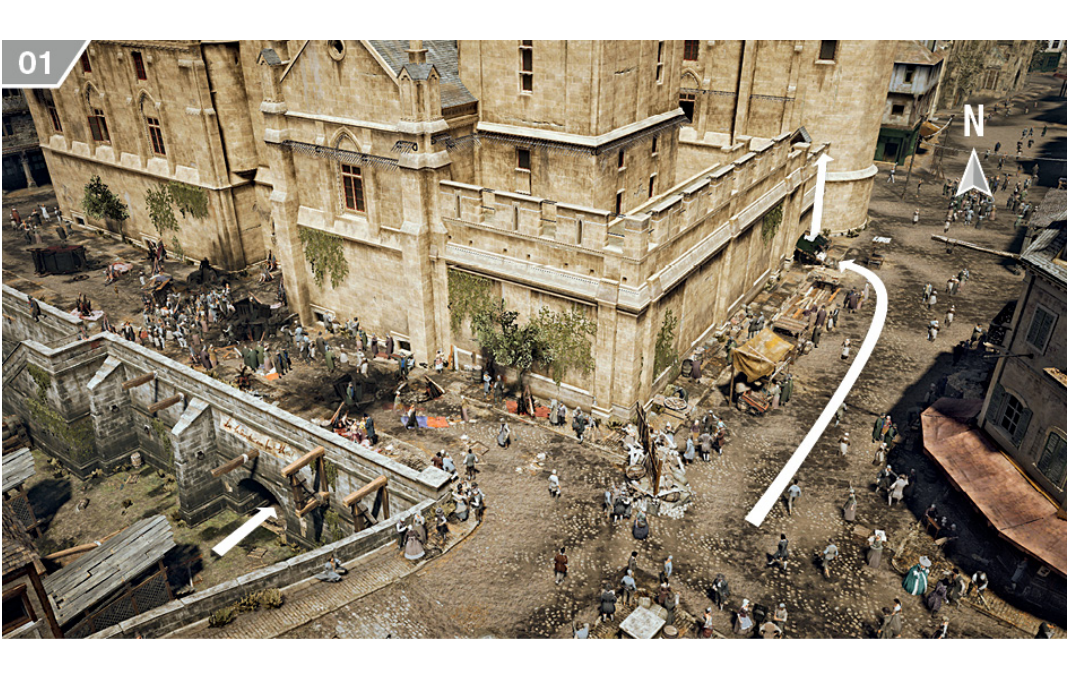
A Arno’s start position.

B An Assistance Opportunity optional objective in the yard, which can be accessed from two directions: via the secret entrance (see **C**) and the wall just to the east. Eliminating the marked targets here triggers friendly soldiers to attack Extremists in an interior area during the infiltration.

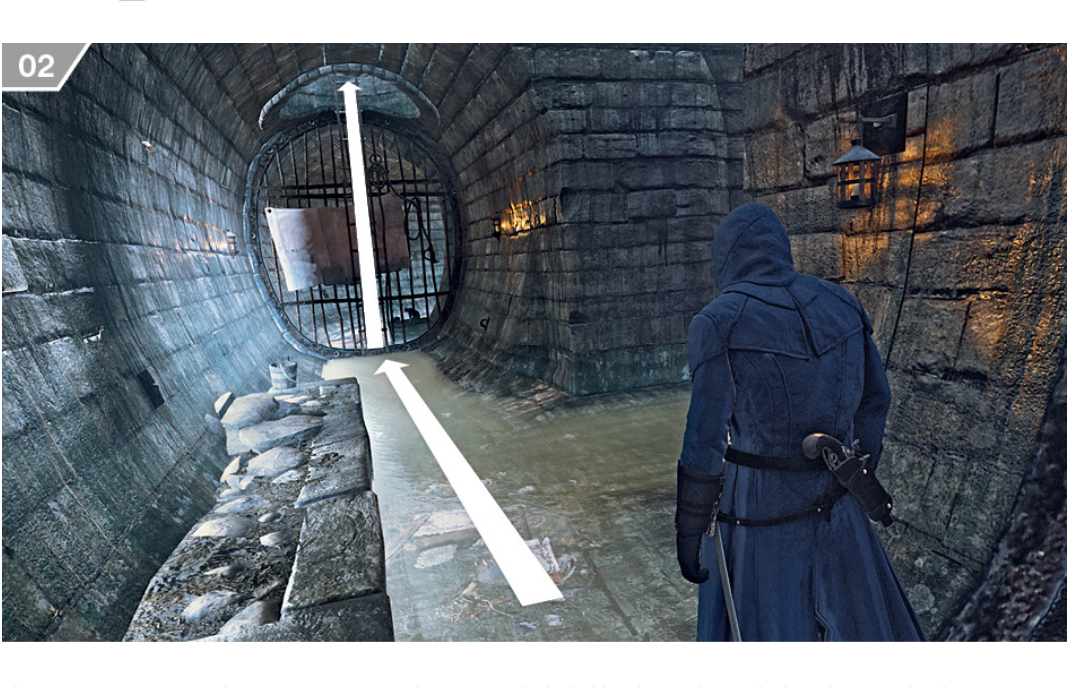
C The “secret entrance” referenced in the pre-mission briefing page that follows the opening cinematics. The sewer entrance leads to a linear path through tunnels that, after climbing a ladder and running up a few flights of stairs, delivers Arno to the yard where the Assistance Opportunity can be found.

D Once you reach the upper roof area, a waypoint appears on the west face of this tower. If you reach it and interact with the marked flag, Arno will set a fire that causes snipers above to lose consciousness. This simplifies the final assassination.

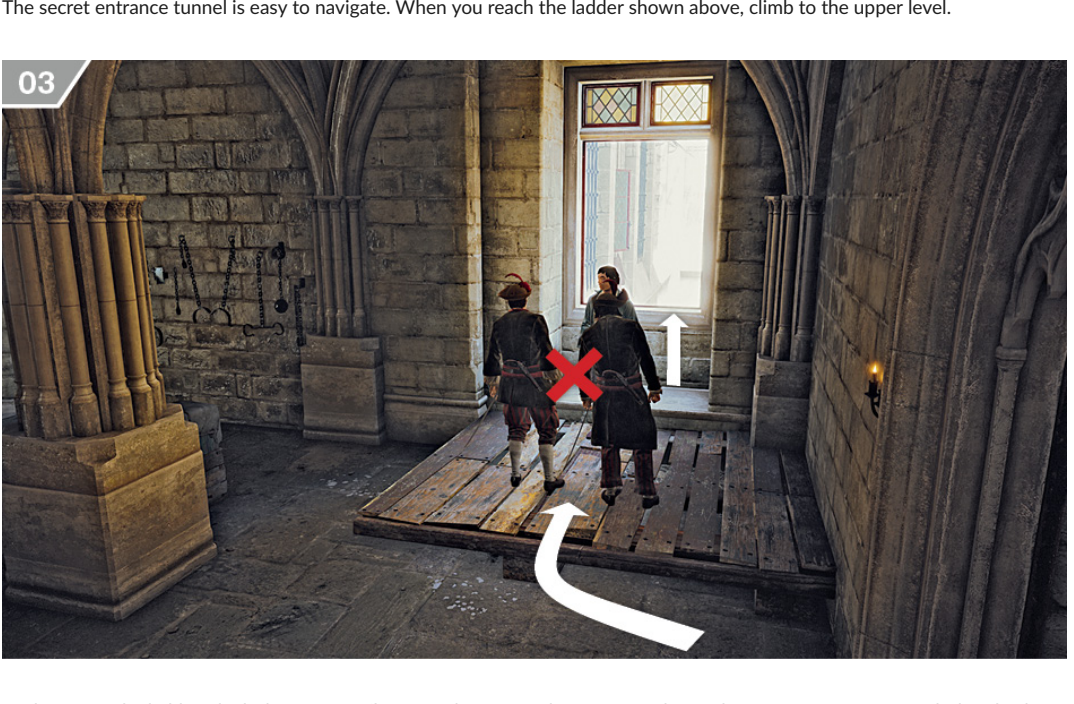
E The target, Rouille, is stationed on a wooden platform on the central roof area.



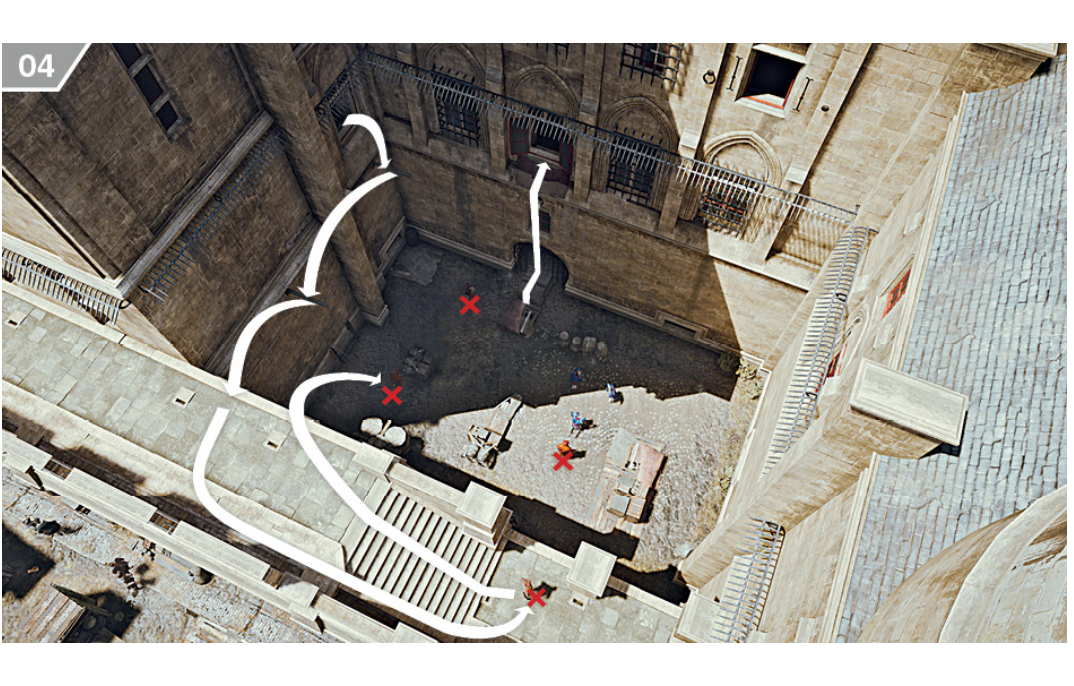
From your start position, you can choose where you begin your infiltration of the Grand Châtelet. The sewer (bottom left of the above screenshot) is the “secret entrance” referenced in the pre-mission briefing screen. The second point annotated on the screenshot provides a more direct (but less atmospheric) route to the Assistance Opportunity in the yard. If you take the latter, skip to entry 04 .



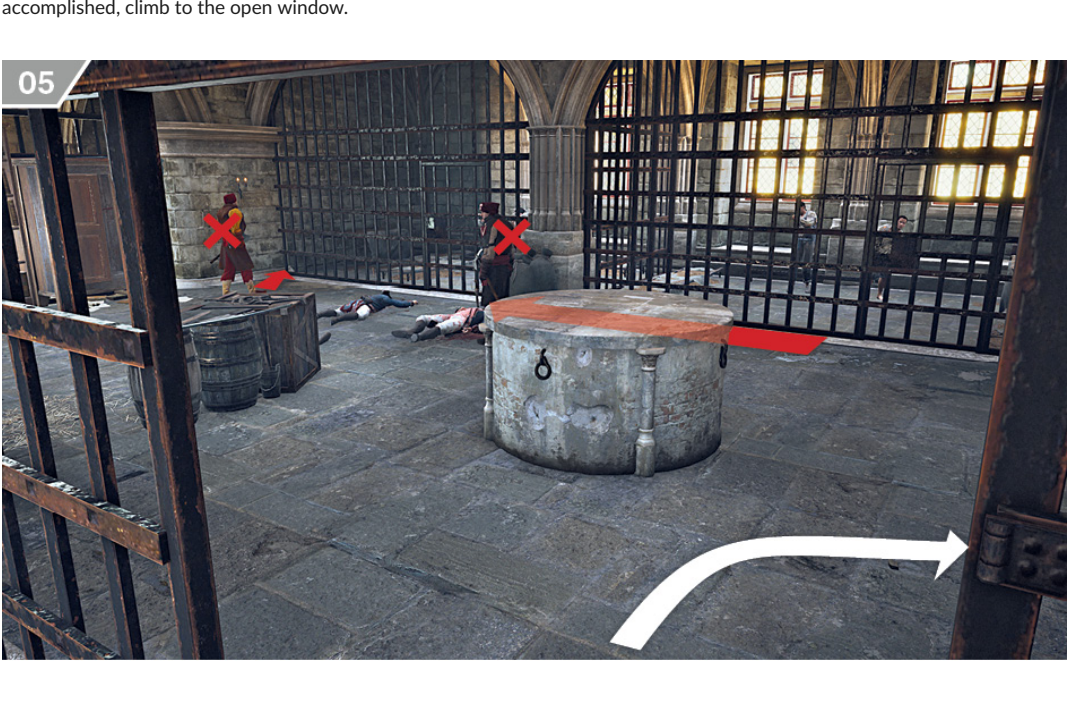
The secret entrance tunnel is easy to navigate. When you reach the ladder shown above, climb to the upper level.



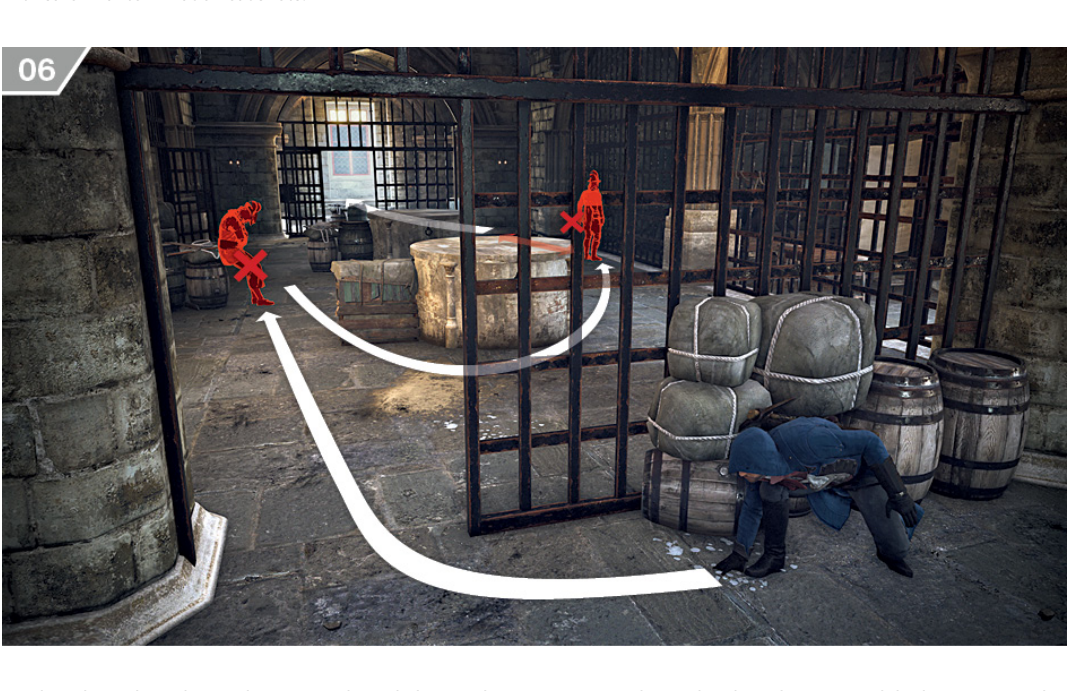
At the top of the ladder, climb the stairs until you reach an open doorway. Just beyond it are two Extremists with their backs to Arno, guarding an open window that you need to use. Perform a double assassination to remove this obstruction, then vault through the window to reach a wooden beam just outside.



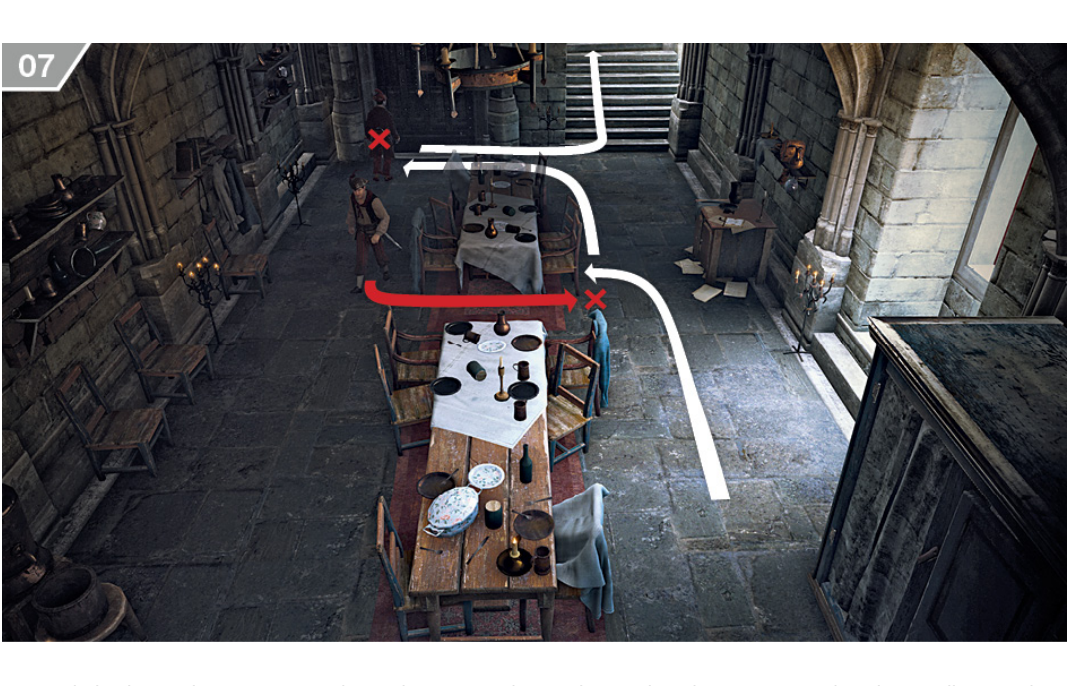
Once outside, don’t be too quick to rush to the aid of the captives. Instead, leap to the adjacent beam and, from there, to the outer wall. Approach the sniper and quietly assassinate him. If you chose to scale the outer wall instead of using the secret entrance, you will actually arrive just behind the sniper. Wait until the patrolling Extremist reaches the four barrels, then kill him with an air assassination. You can then eliminate the two remaining enemies with Phantom Blade headshots. With this task accomplished, climb to the open window.



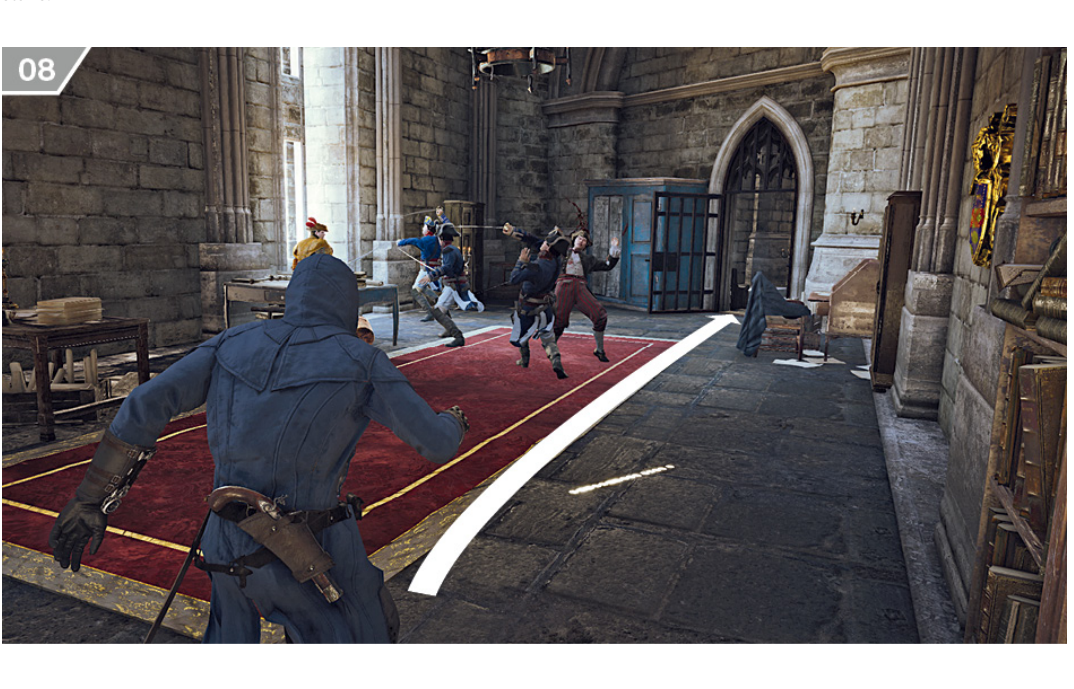
Once Arno passes through the window, the first Challenge (to kill three enemies with cover kills) becomes active, though it only lasts while Arno remains inside the building. The two Extremists in the first cell area aren’t ideal candidates, as their movements are rather hard to judge – and, what’s more, detection could cause two guards in the adjoining room to enter the fray. Instead, wait until they both turn away – ideally when their patrols take them to the far corner of the room – and silence them both with safe Phantom Blade headshots.



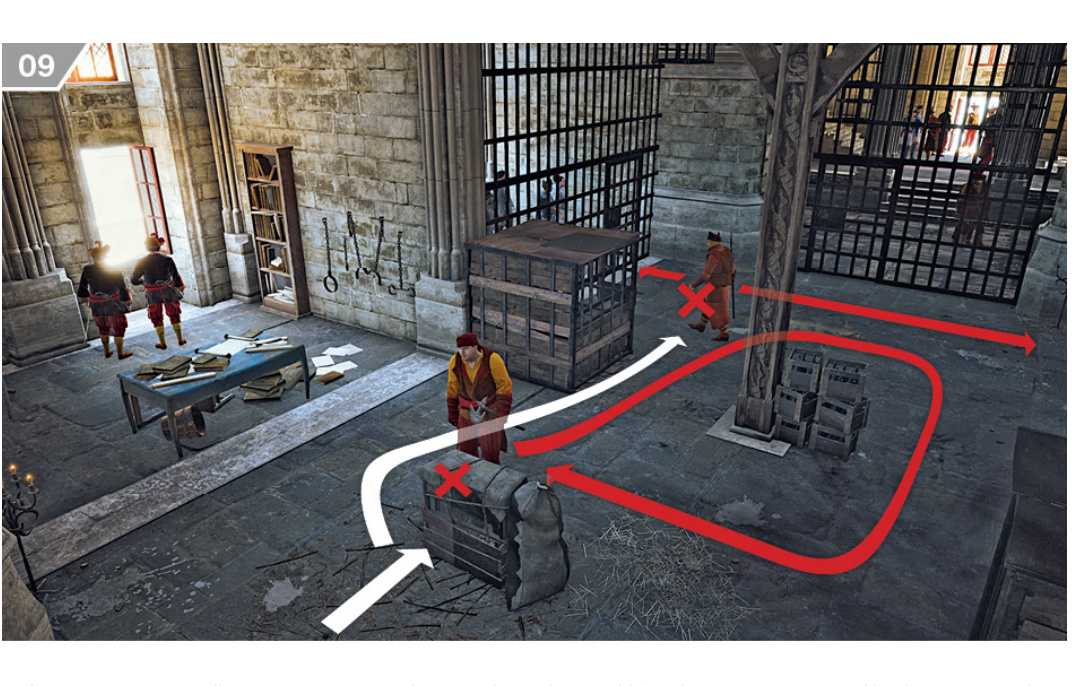
On the other side of the window, turn right and observe the two Extremists beyond with Eagle Vision. While the enemy on the left dozes fitfully, his companion on the right taunts the prisoners. Wait until the unlucky soul on the left starts to drift to sleep, then quickly snap to cover beside him and perform a cover kill. You can then sneak up behind the second target and neutralize him. Sneak through the door directly ahead and turn left.



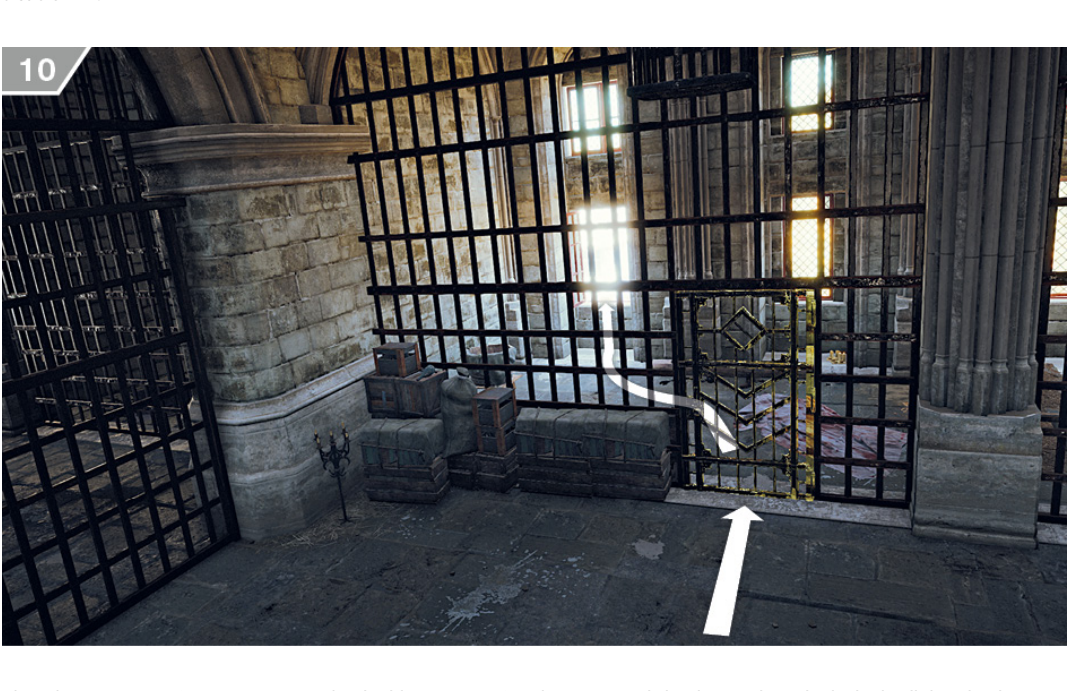
Approach the door and, once again, employ Eagle Vision to observe the guards in the next room. When the patrolling guard moves towards his companion near the closed door, lock to cover behind the chairs on the right-hand side of the second table in line. Perform a cover kill when the Extremist walks past, then sneak up and silence his cohort. You can then run up the stairs.



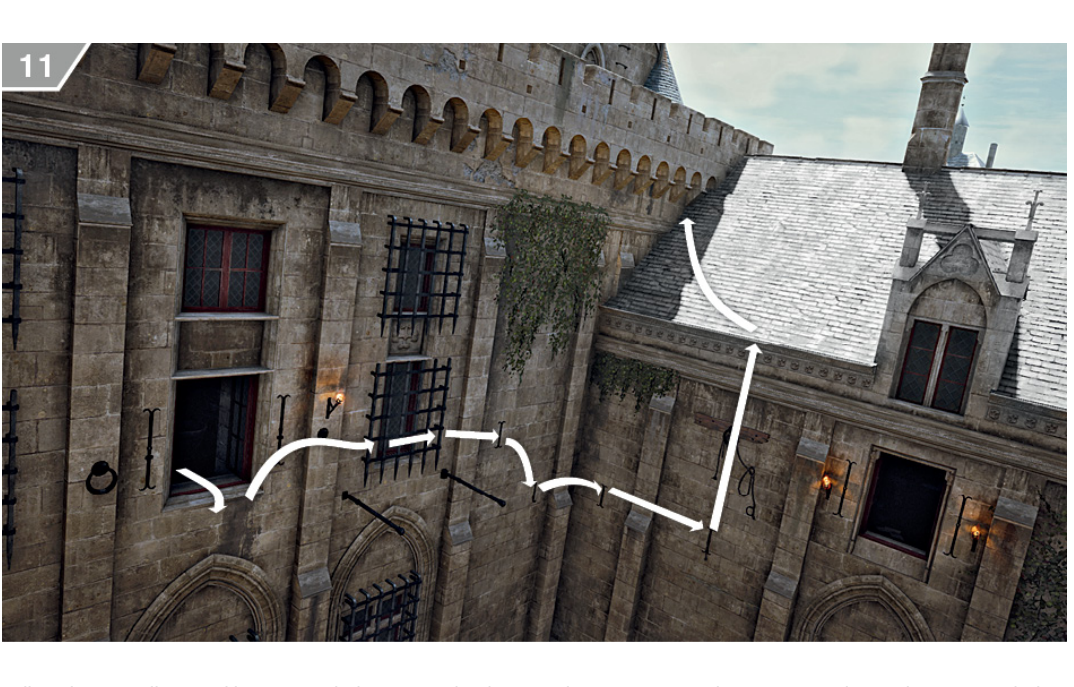
On the next floor, you will encounter soldiers (in blue) fighting Extremists as a result of your earlier intervention to save prisoners. Dash in and provide aid once again with Hidden Blade kills, then go through the door and turn right.



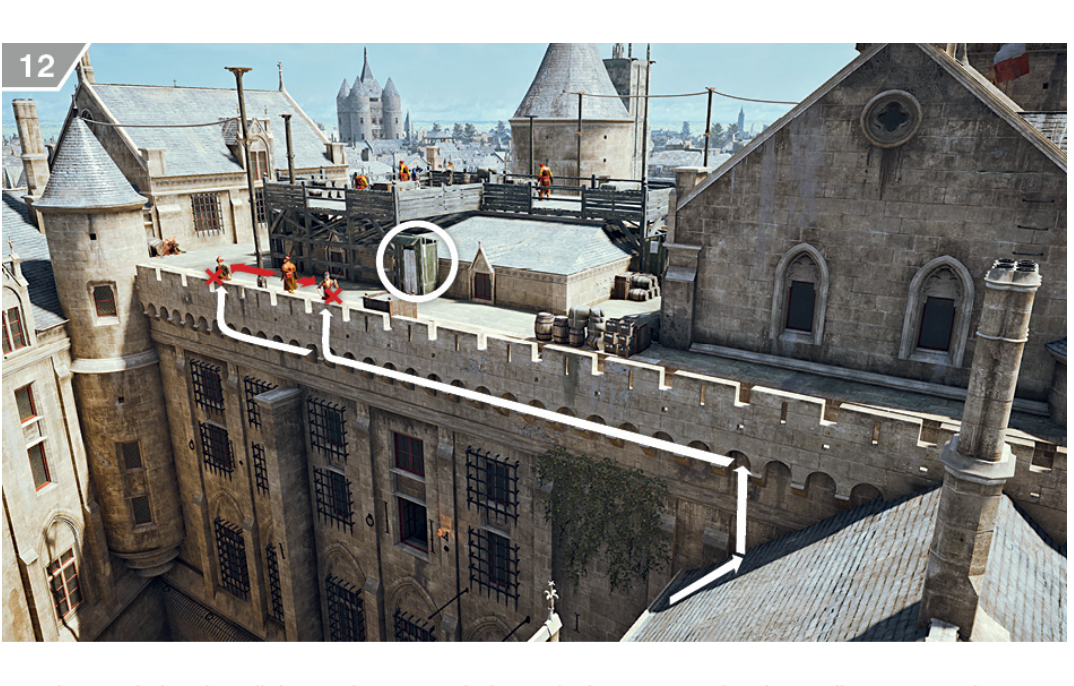
In the prison area, you will encounter a Brute and a Defender, with two additional Extremists engrossed by the view from the window to the left. As long as you are not detected, the second two enemies will not trouble you at all. Wait for the Brute to leave the area close to where you enter, then move up to the cover position as illustrated above. When the Brute walks past your position, perform the third and final cover kill required for the first Challenge. You can then creep up on the Defender to disable him.



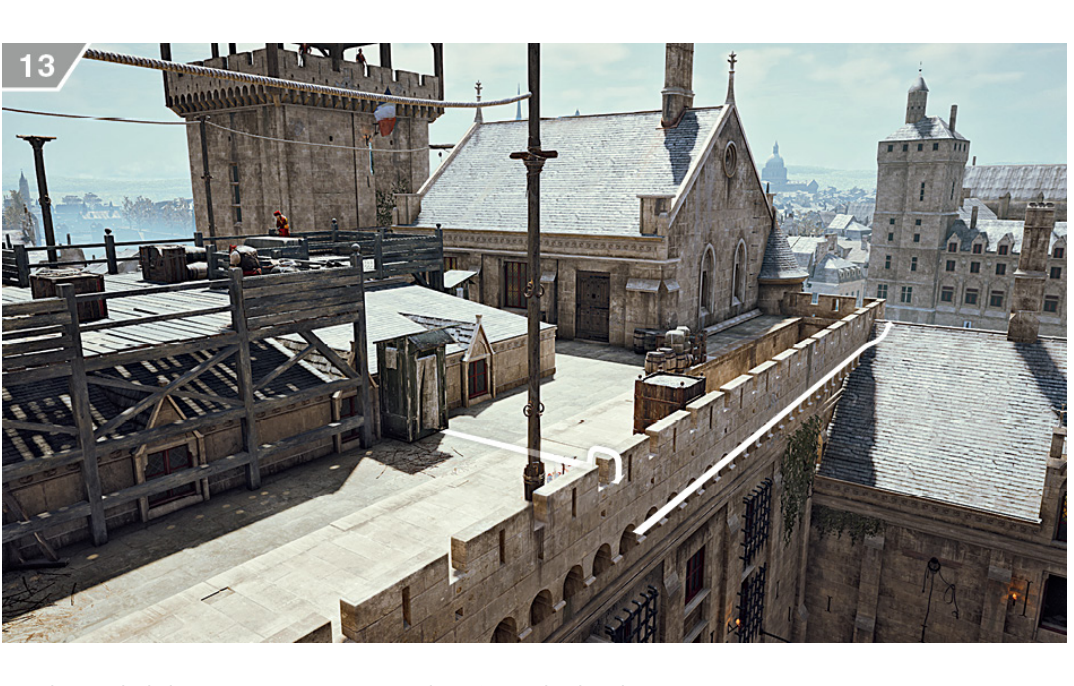
Though you can continue your journey by double assassinating the two guards by the window, the locked cell door leads to a window that offers a much more suitable route. Pick the lock, then move to the wall outside. Note that the Challenge to complete three cover kills ends as soon as Arno passes through the window.



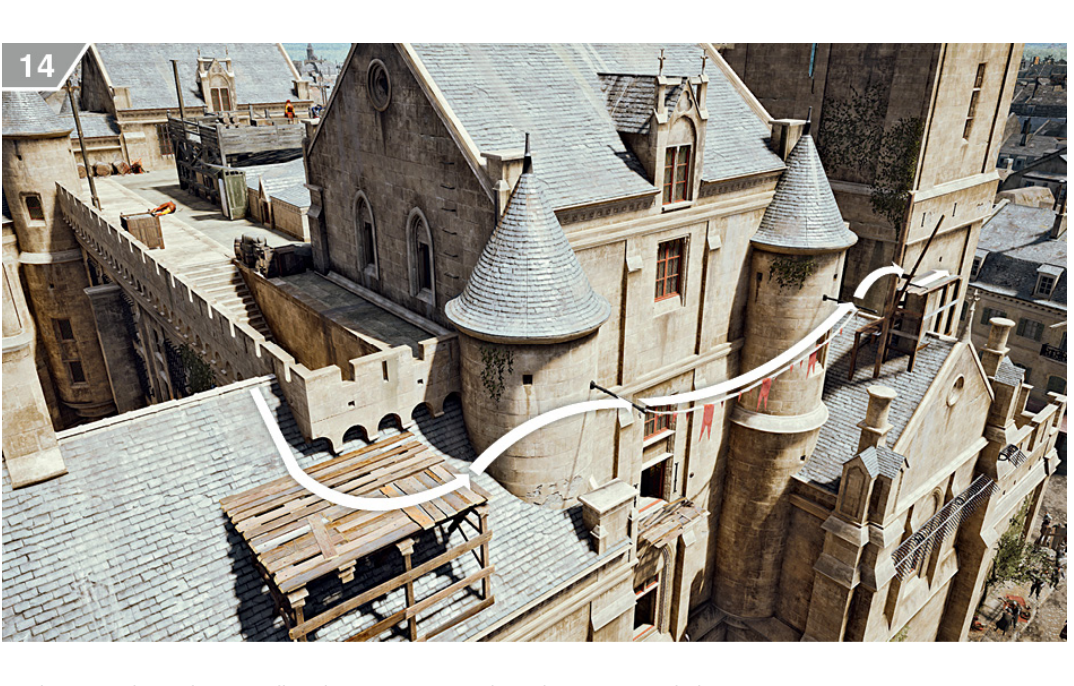
Follow the route illustrated here to reach the rooftop, but be careful to stay out of sight of enemies above when you reach the end of the climb. You now have a Challenge to complete three ledge assassinations, and an opportunity to set a fire to disable snipers in a watchtower that overlooks Rouille’s position.



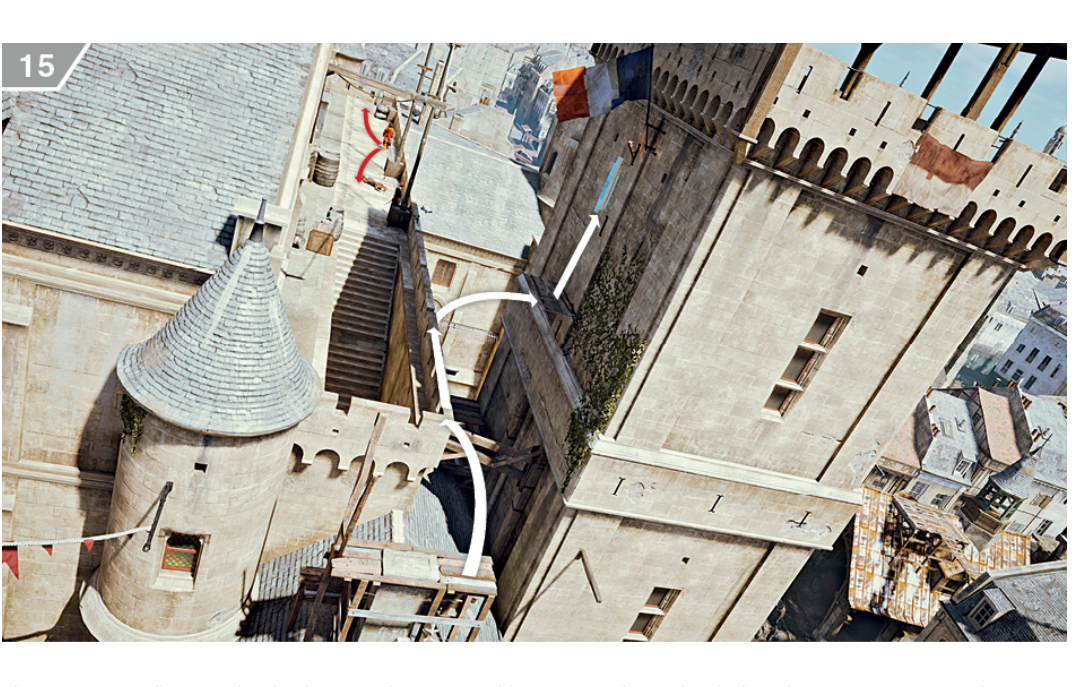
From the roof, climb to the wall above and traverse to the left. With a keen eye trained on the patrolling Extremist, eliminate the two stationary sentries with ledge assassinations. Be careful to not move onto the upper ledge (until, of course, you are poised to strike) to avoid detection. When you have completed the first two kills of the Challenge, jump up and sneak into the hiding place (highlighted on the screenshot). From there, kill the remaining enemy on the lower level when he passes.



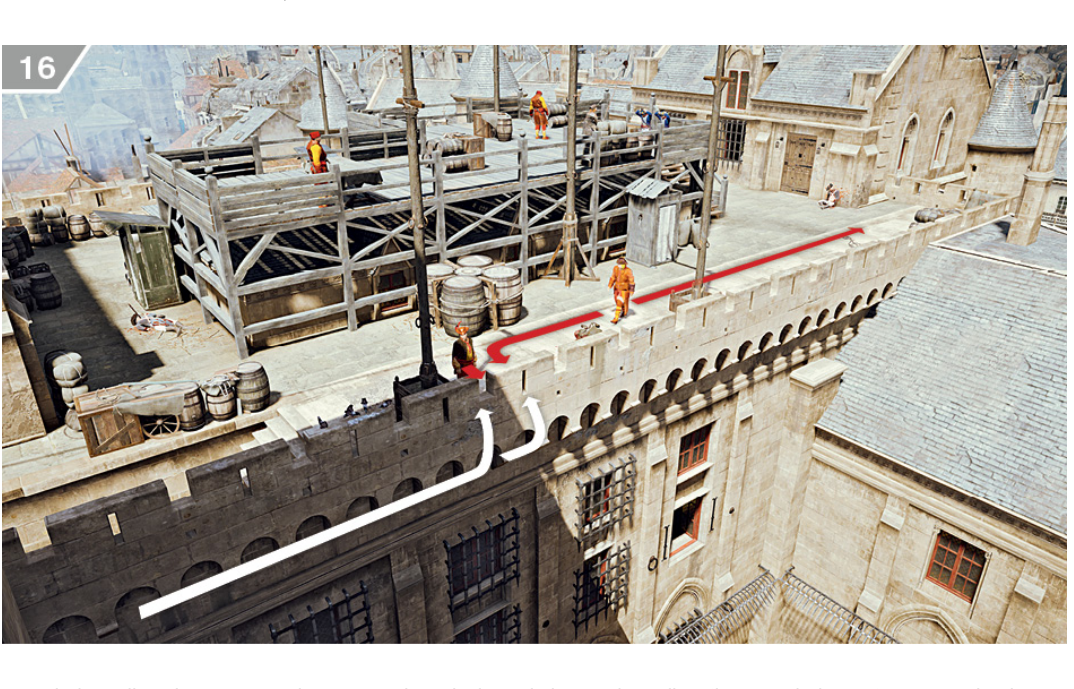
After leaving the hiding spot, return to your original position on the sloped roof.



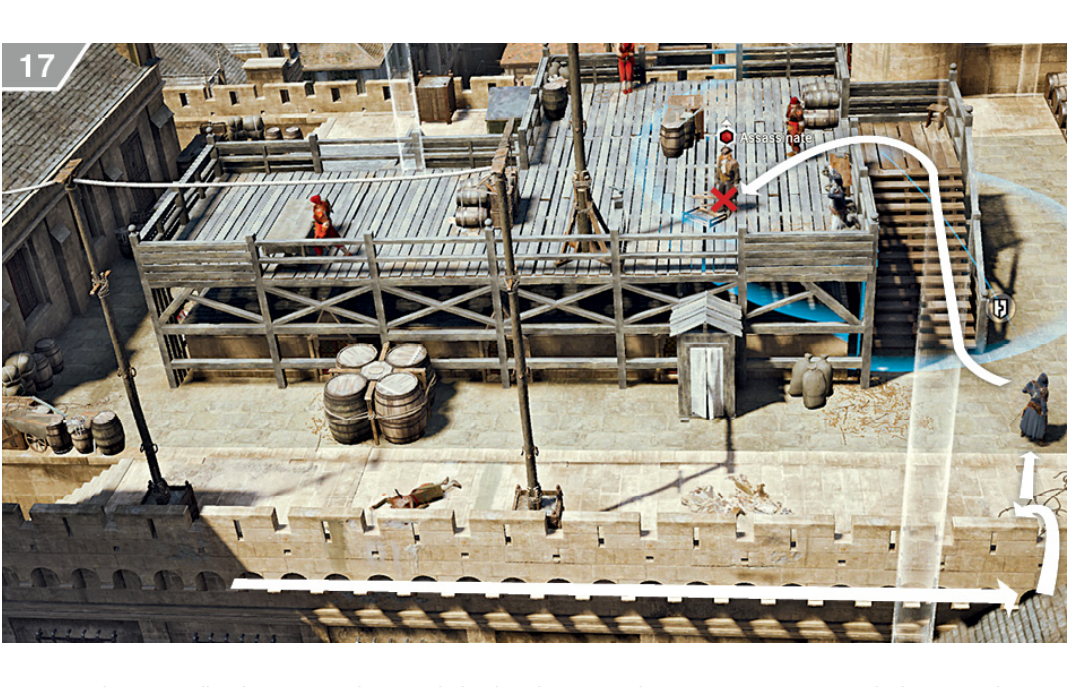
On the outer edge of the roof, follow the free run course shown here to approach the sniper tower.



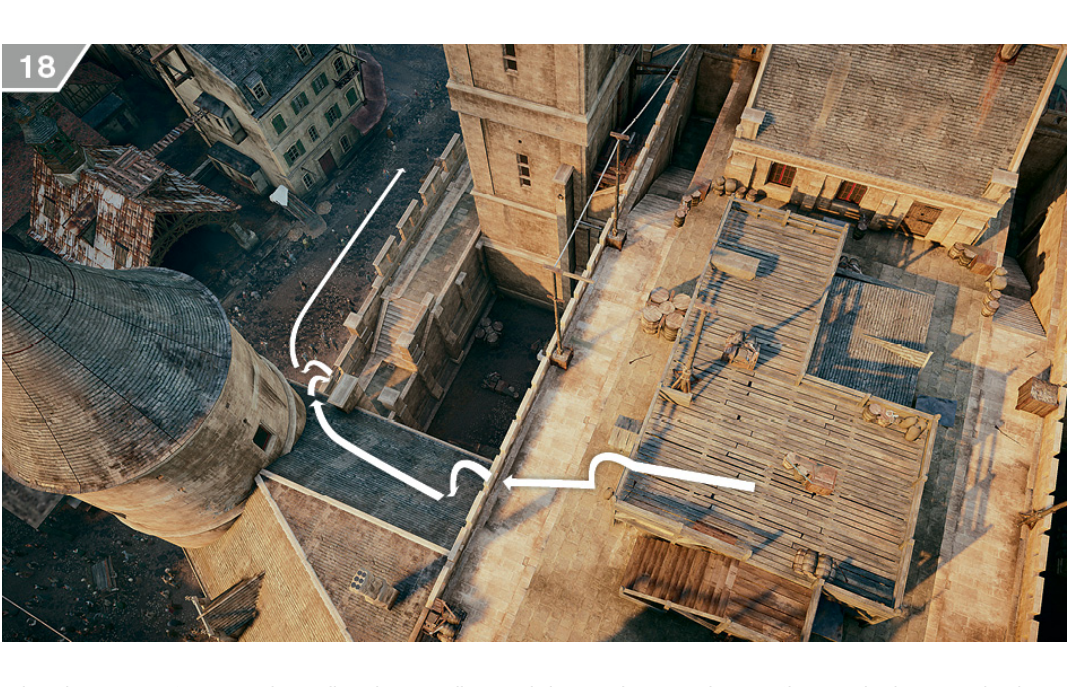
There is one patrolling guard in the distance who may possibly spot Arno during the climb to the flag, so you may wish to wait until he is walking away before you begin the climb illustrated above. When you reach the flag, Arno will automatically set the fire. After the brief cutscene ends, climb back down.



As with the wall on the opposite side, traverse along the lower ledges of the wall until you reach the stationary guard. When his companion is facing away during his periodic patrols, perform a ledge assassination (which will complete the second Challenge). You can then eliminate the patrolling enemy when he returns using the same method.



Remain on the same wall and traverse until you reach the sloped roof. From here, move into position at the bottom of the steps that lead to the wooden platform. As you are now safe from prying eyes, take the time to manually aim a Smoke Bomb towards the top of the steps. Adjust the throwing arc to ensure that Rouille and the nearby Extremist are both standing inside the explosion radius, as shown above. When you are ready, release R1 / RB to toss the bomb, and immediately sprint up the steps to stab Rouille while concealed by the smoke.



When the assassination is complete, follow the route illustrated above and free run down until you are back at street level. Sprint back to the river and leave the zone highlighted on the mini-map to conclude the Memory.

Memory 01/“Starving Times”

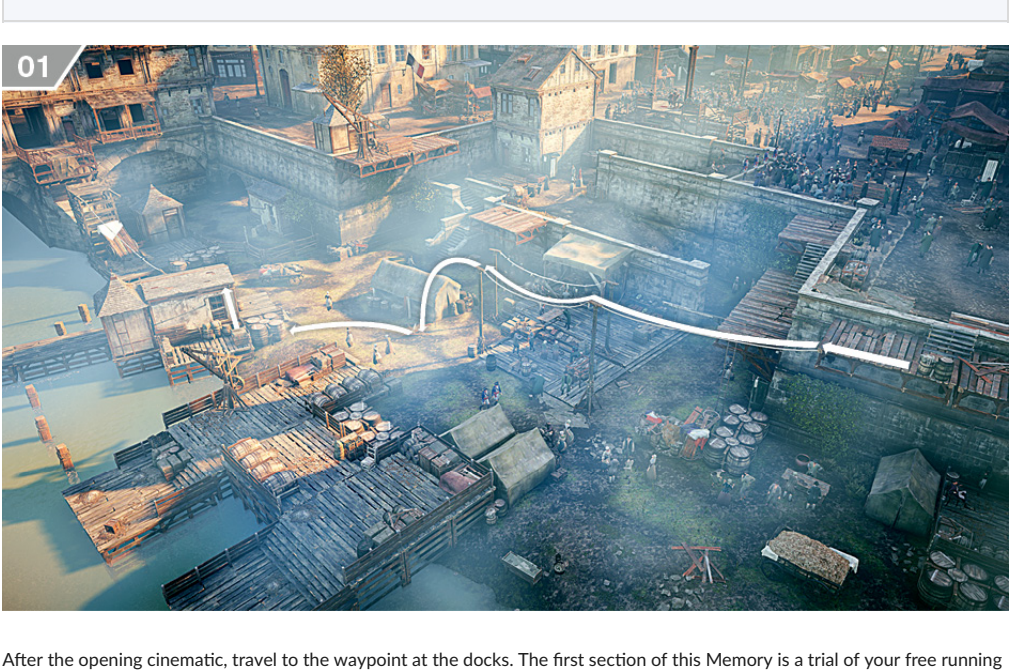
Mission Overview

Challenges

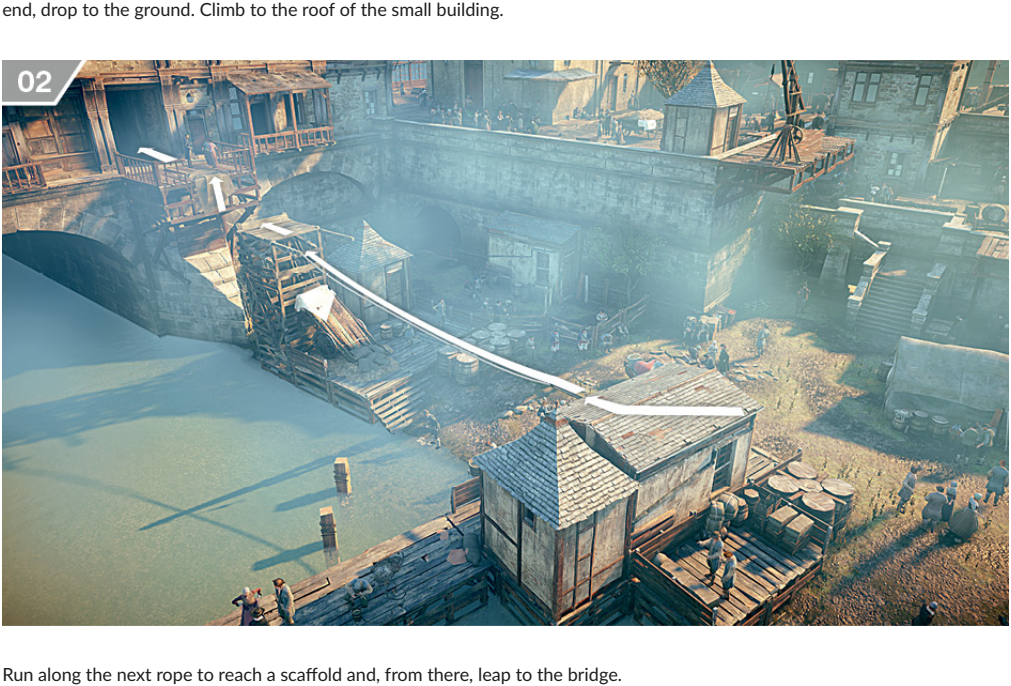
- Don’t touch the water: see “Notes & Further Reading”.
- Don’t trigger any alarms: see 09.

Notes & Further Reading

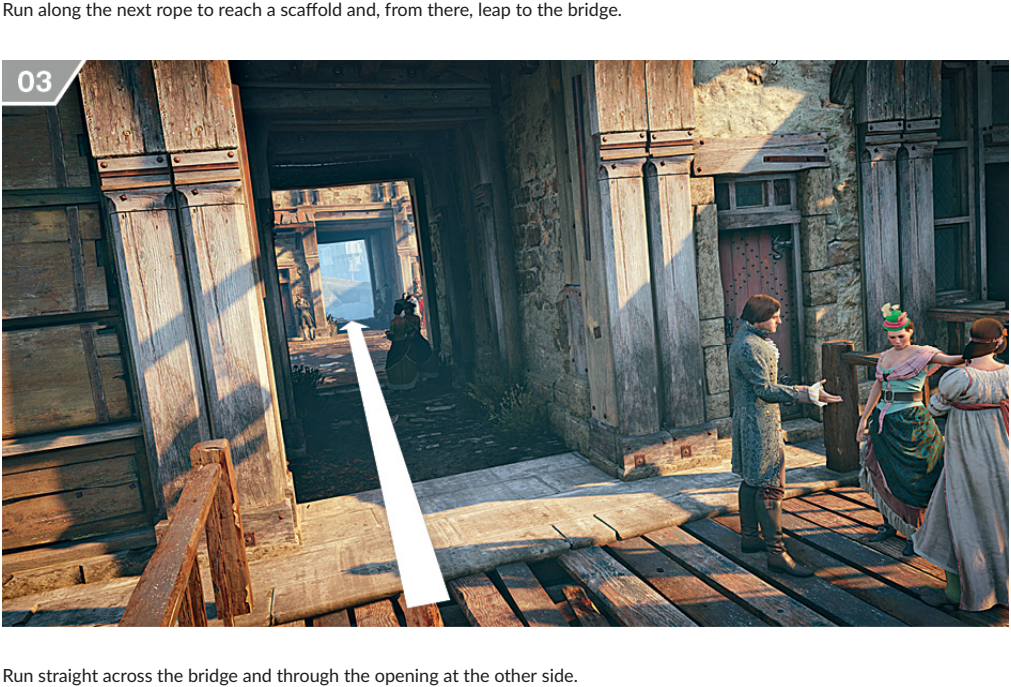
- The water-based Challenge only applies for the first part of the Memory, until entry 08, and ends once Arno discovers the destination of the barge.



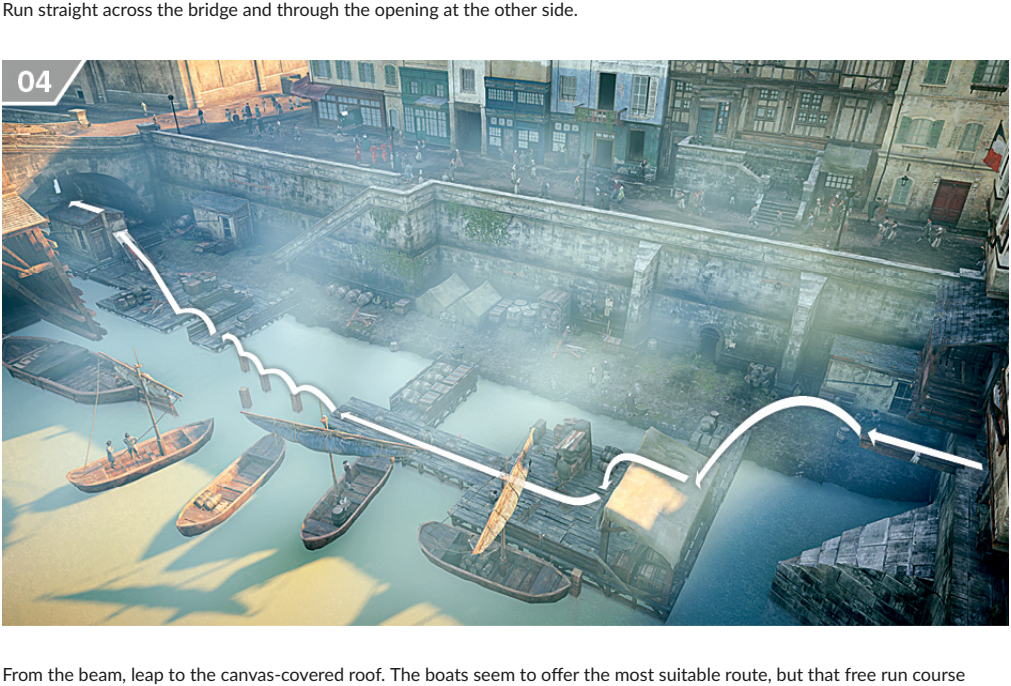
After the opening cinematic, travel to the waypoint at the docks. The first section of this Memory is a trial of your free running skills as you guide Arno in pursuit of a fast-moving barge. From your start position, run over the ropes and, when you reach the end, drop to the ground. Climb to the roof of the small building.



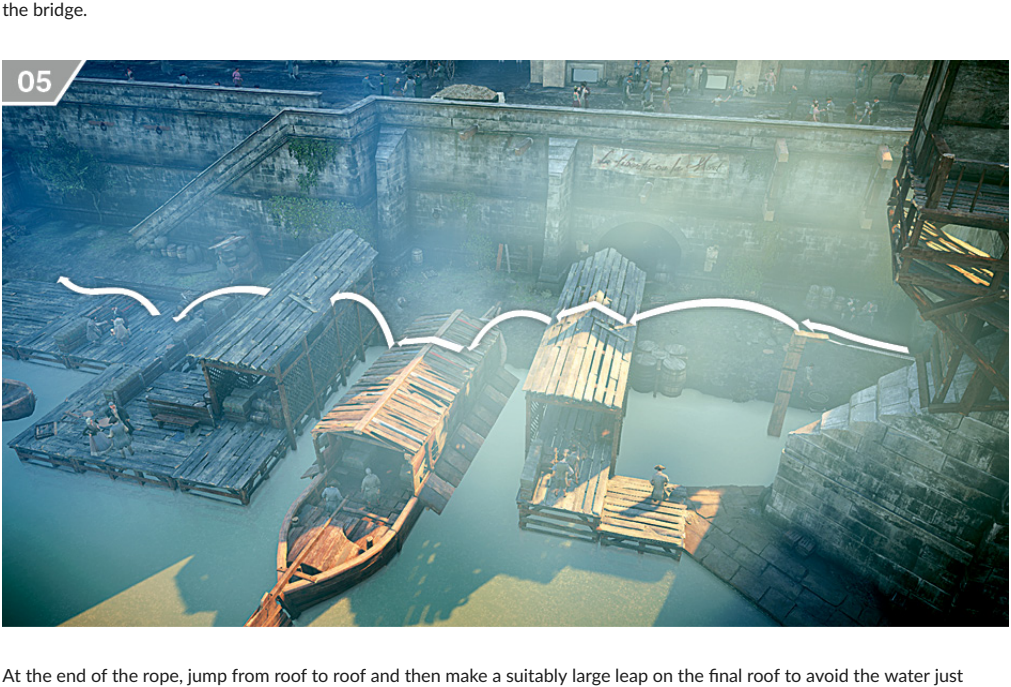
Run along the next rope to reach a scaffold and, from there, leap to the bridge.



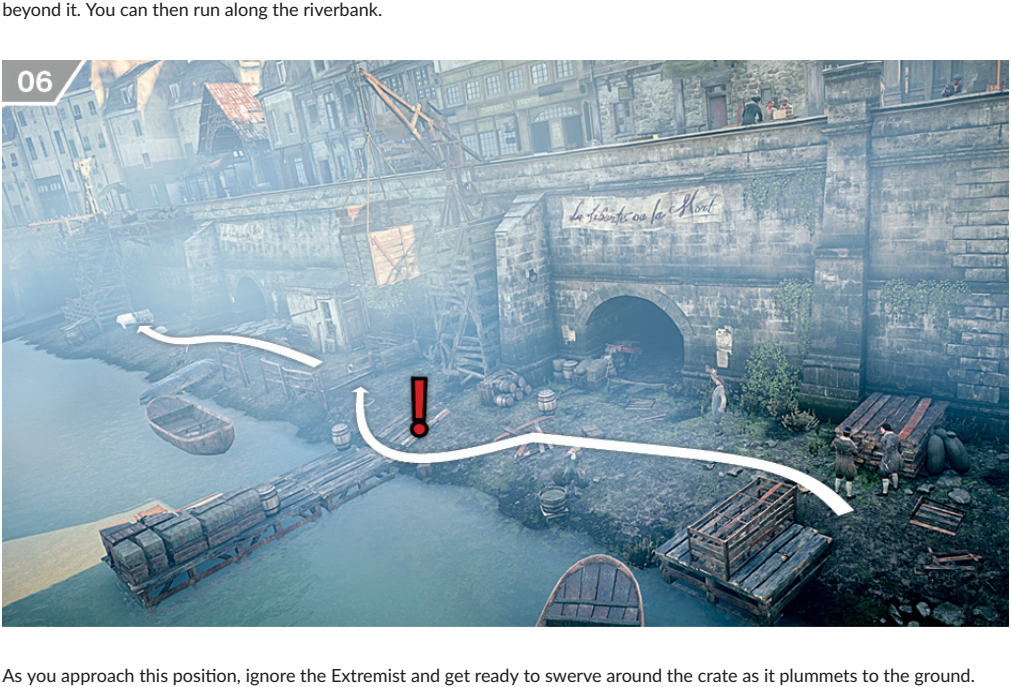
Run straight across the bridge and through the opening at the other side.



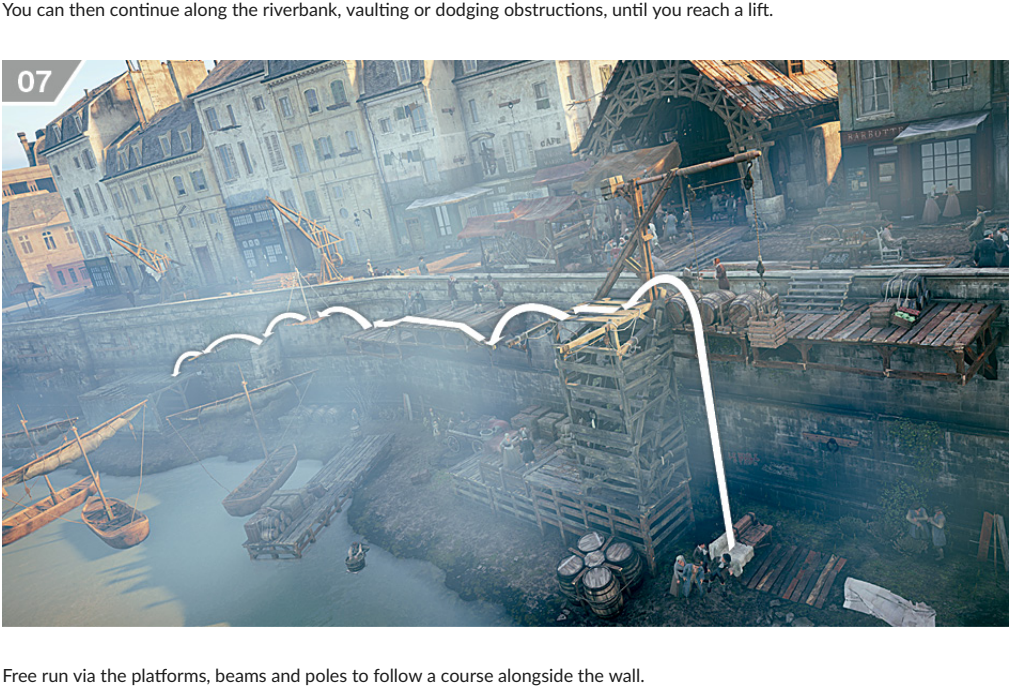
From the beam, leap to the canvas-covered roof. The boats seem to offer the most suitable route, but that free run course leads to a much higher chance of Arno getting his feet wet – which will lead you to fail the opening Challenge. Instead, drop to the wooden boards and hop over the wooden piles. Run up the ramp and over the rope just beyond the roof to pass beneath the bridge.



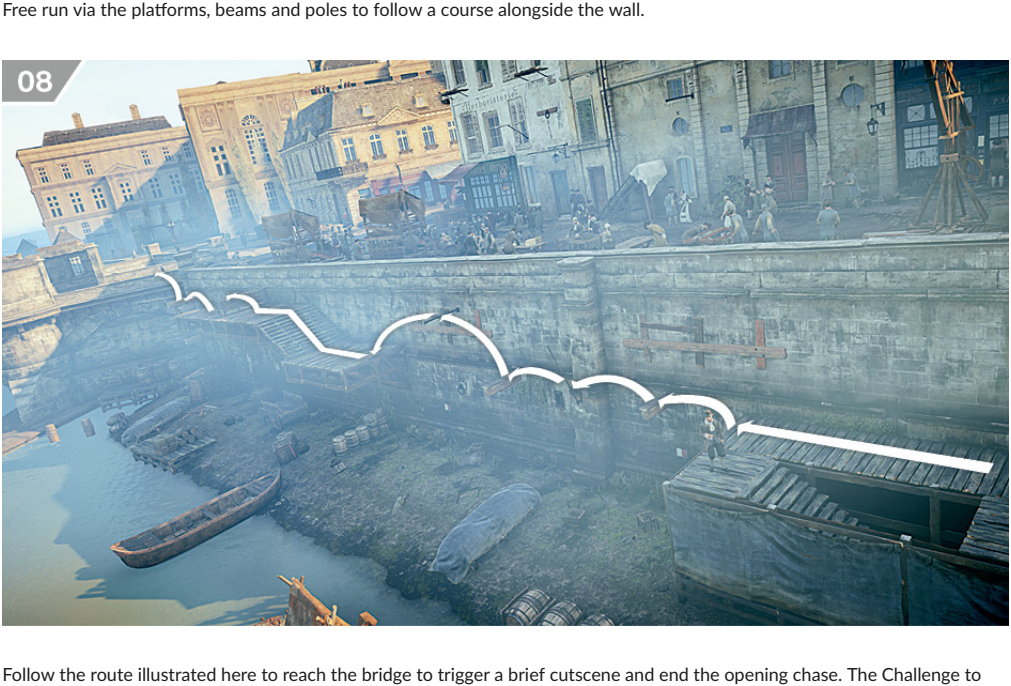
At the end of the rope, jump from roof to roof and then make a suitably large leap on the final roof to avoid the water just beyond it. You can then run along the riverbank.



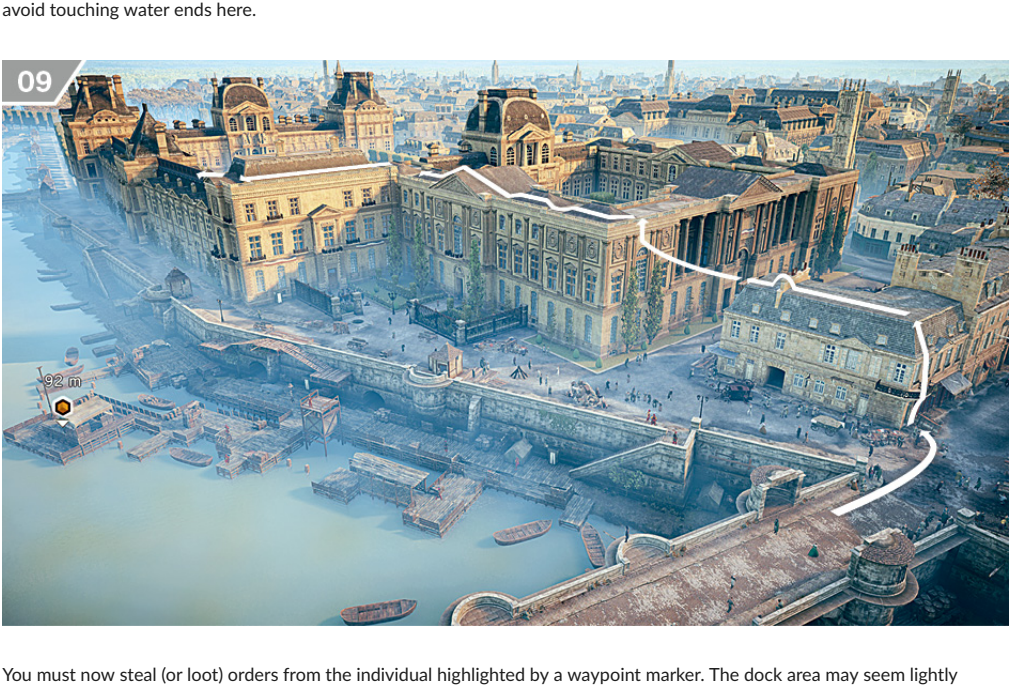
As you approach this position, ignore the Extremist and get ready to swerve around the crate as it plummets to the ground. You can then continue along the riverbank, vaulting or dodging obstructions, until you reach a lift.



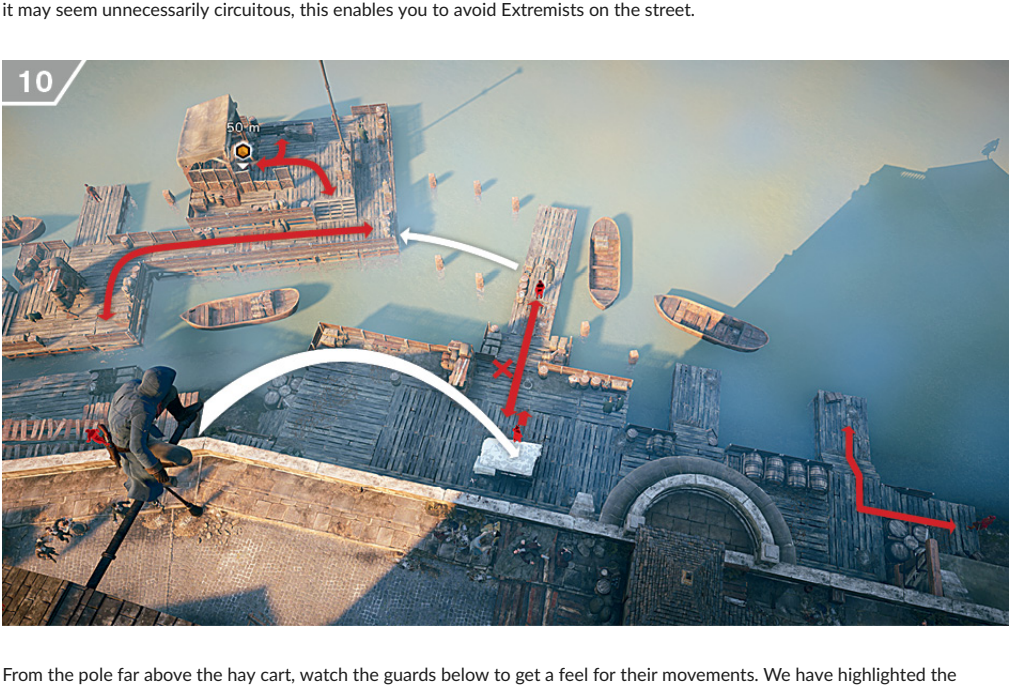
Free run via the platforms, beams and poles to follow a course alongside the wall.



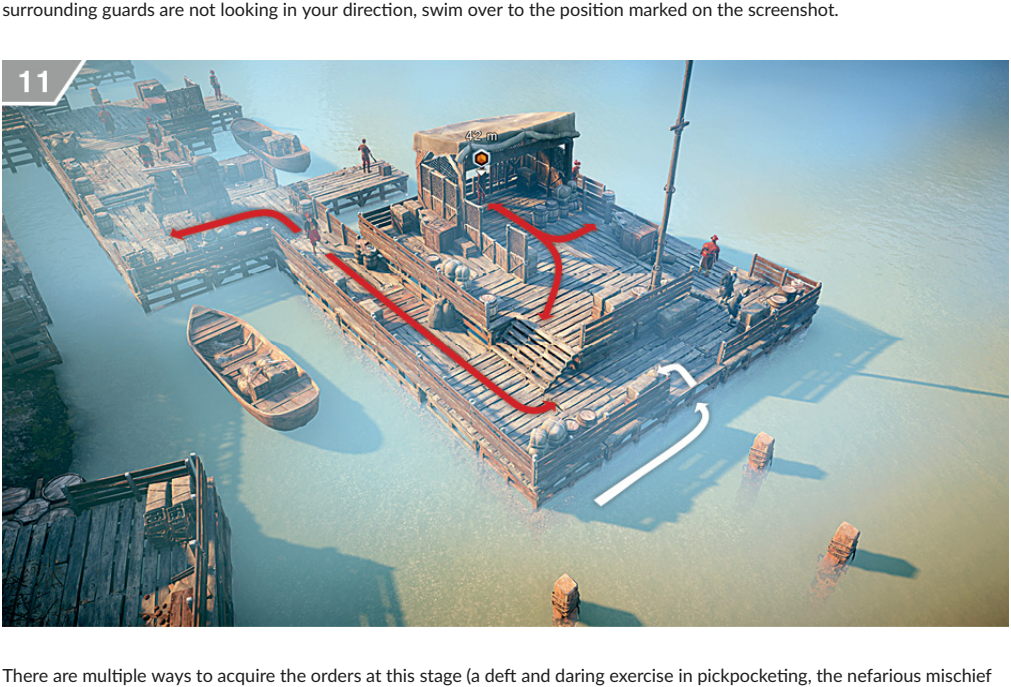
Follow the route illustrated here to reach the bridge to trigger a brief cutscene and end the opening chase. The Challenge to avoid touching water ends here.



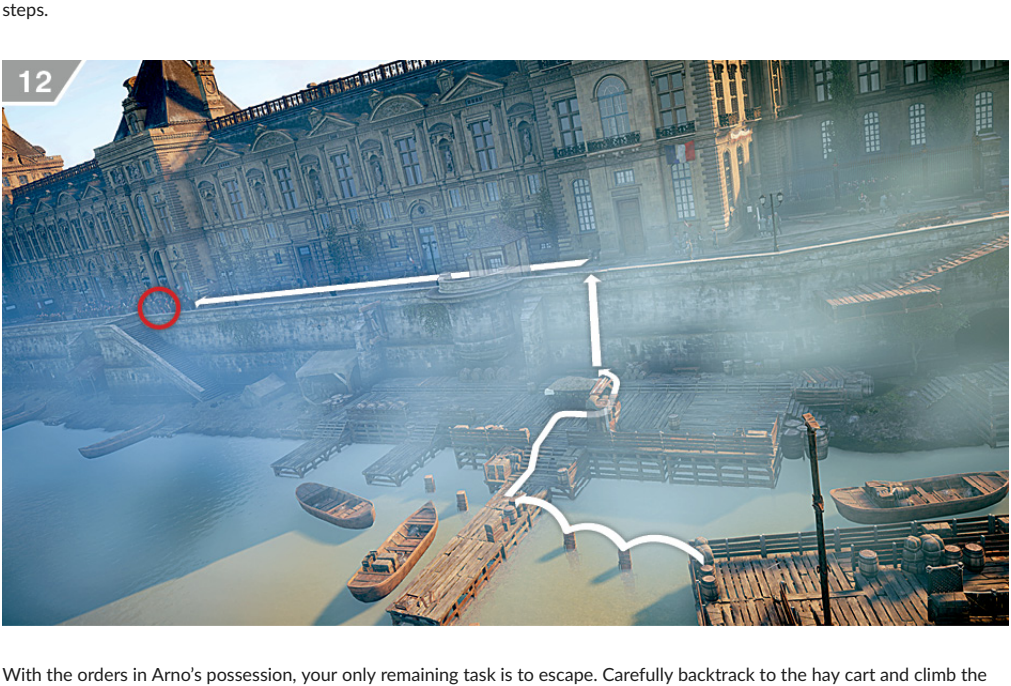
You must now steal (or loot) orders from the individual highlighted by a waypoint marker. The dock area may seem lightly guarded at first if studied from the bridge, but the number of Extremists – and complexity of navigating interlocking fields of vision – makes a direct approach very difficult. As the Challenge for this section of the Memory is to avoid triggering the alarm bell, our strategy involves bypassing the vast majority of enemies in the area. From the bridge, follow the detour illustrated above to climb to a rooftop, cross via a rope to the next building along, then continue to reach a Leap of Faith position. Though it may seem unnecessarily circuitous, this enables you to avoid Extremists on the street.



From the pole far above the hay cart, watch the guards below to get a feel for their movements. We have highlighted the individuals that you need to focus on. The one at the top of the annotated screenshot is the target – but before you reach him, you’ll need to eliminate specific Extremists. Dive into the hay cart and, after ensuring that the patrolling Brute is facing away, perform a hiding spot assassination on the guard right by you. Wait until the Brute returns. When he turns away, perform a Hidden Blade kill at the position marked with an X: this should prevent his allies from noticing his body. After checking that surrounding guards are not looking in your direction, swim over to the position marked on the screenshot.



There are multiple ways to acquire the orders at this stage (a deft and daring exercise in pickpocketing, the nefarious mischief of a Berserk Blade, clever use of Cherry Bombs), but elementary violence offers the most reliable method. Get into position as marked on the screenshot, then activate Eagle Vision to watch the patrolling guard approach. When he moves within view, hit him with a Phantom Blade headshot. Now wait. The target with the orders will soon notice the body, and move to investigate – at which point, you can sneak up behind him and strike. If not, you can make your move when he stands at the top of the steps.



With the orders in Arno’s possession, your only remaining task is to escape. Carefully backtrack to the hay cart and climb the wall behind it, then run along the street in the direction of the protestors. Blend with the crowd to avoid detection by the two Extremists guarding the steps down to the docks. Once you move outside the highlighted area, the Memory ends.

Memory 02/“Hoarders”

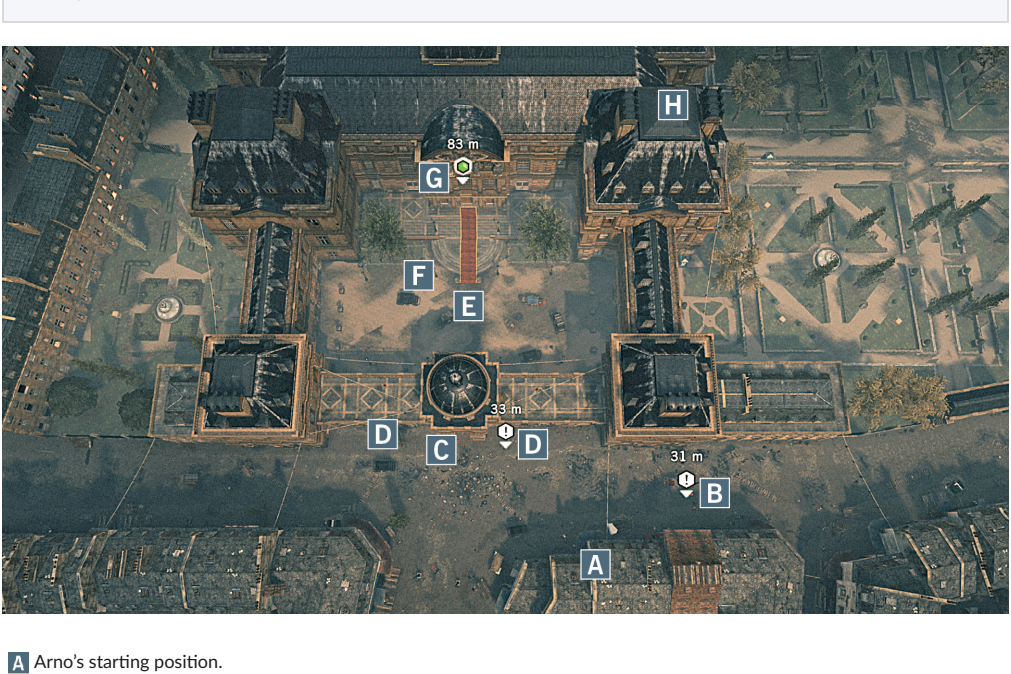
Mission Overview

Challenges

- Rescue Thomas Levesque: see 11.
- Don’t trigger any alarms: see “Notes & Further Reading”.

Notes & Further Reading

- The Challenge to avoid triggering any alarms is active from the beginning of the mission to the moment that you assassinate Marie Levesque.
- If you would prefer a more direct route to Levesque, you can skip straight to entry 09. As with other set-piece assassinations in Assassin’s Creed Unity, this is a mission that lends itself to repeated play, exploring different infiltration techniques on each occasion.



A Arno’s starting position.

B A man with a cart full of fireworks beset by Extremists. If you neutralize the pair confronting him and then strike up a conversation, Arno will agree to escort him. You must then eliminate Extremists as they arrive, in three waves of two. Completing this optional objective triggers a fireworks event after a minute and a half, which lures Marie Levesque and some of her guests towards the garden window, offering an alternative way to assassinate your target.

C The main entrance. It is, naturally, guarded.

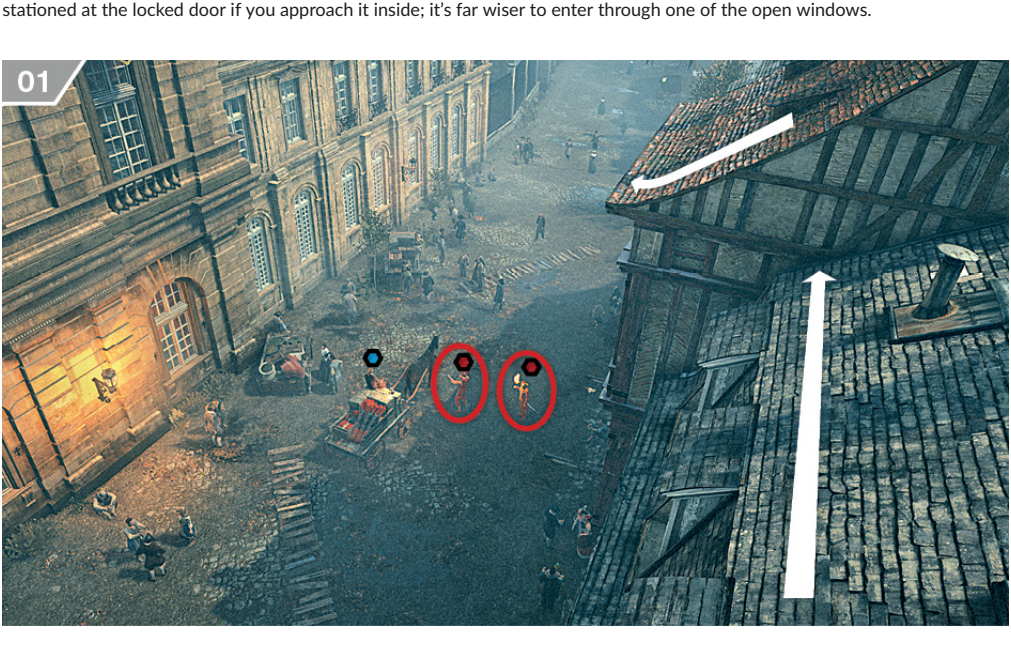
D There are two cells containing prisoners either side of the main entrance, with their (locked) doors accessed via the courtyard. Both cell doors have advanced locks, though, which some players may find a little challenging to pick. If you open these, the prisoners will attack the guards in front of the house, causing Extremists to pour out to join the fray.

E An Extremist with a key to the two cells patrols the outer edge of the courtyard with a companion following close behind. There is a position where you can eliminate both with a double air assassination.

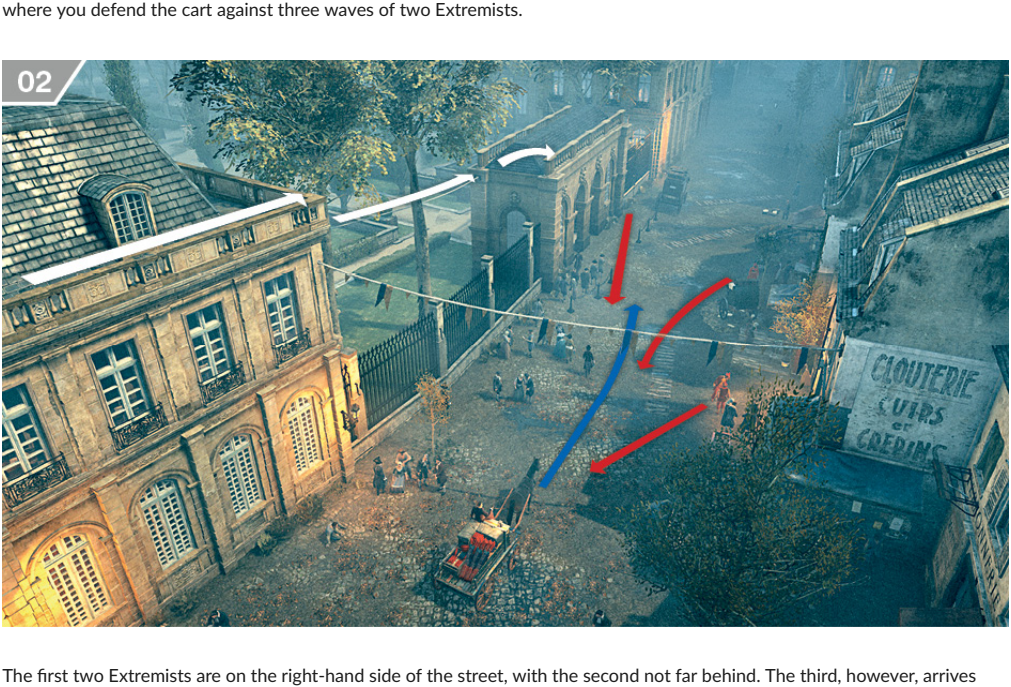
F While there are alarm bells inside the building, this one inside the courtyard is the most likely to be rung during the initial stages of your infiltration.

G The function room where Marie Levesque is entertaining her guests is here.

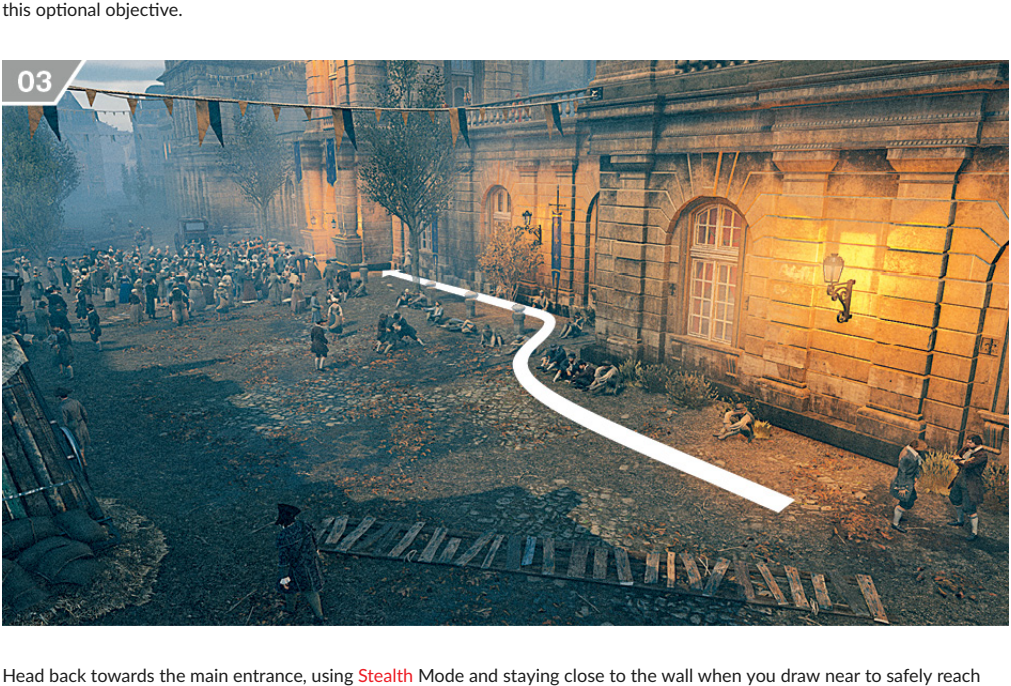
H There is a Challenge to release Thomas Levesque; he is found in a top-floor room in this area. There are two guards stationed at the locked door if you approach it inside; it’s far wiser to enter through one of the open windows.



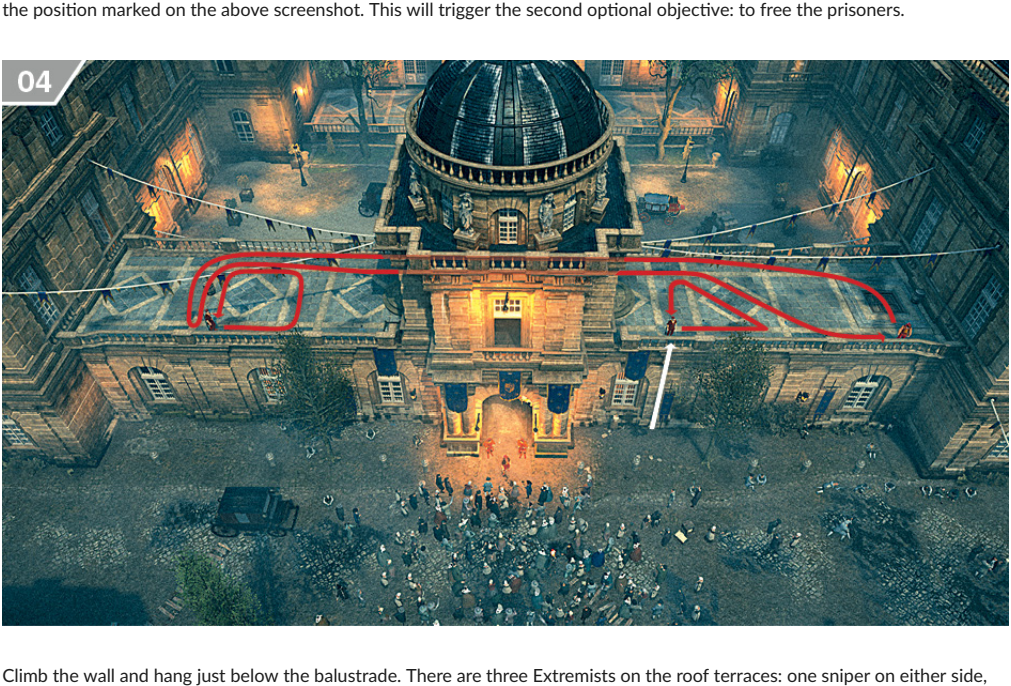
From your start location, look to the right to see the ⓘ icon that indicates an optional objective, then approach it via the rooftops. You can dispatch the two Extremists from above with the Phantom Blades, or enter the fray with a showy air assassination. Once both have been disabled, speak to the driver of the cart filled with fireworks. This will trigger a set-piece where you defend the cart against three waves of two Extremists.



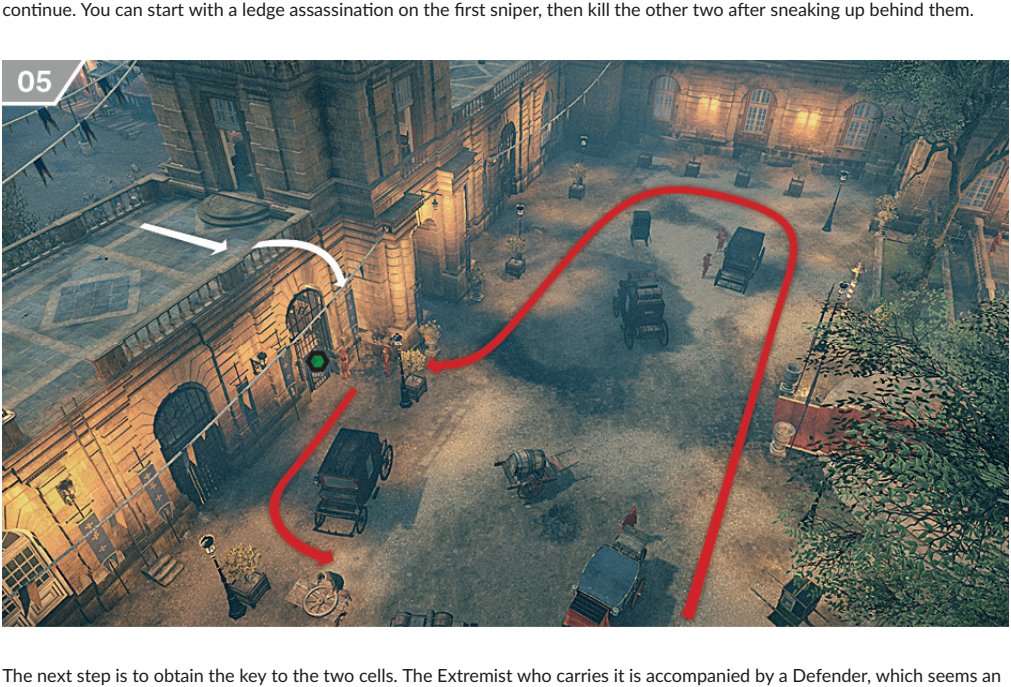
The first two Extremists are on the right-hand side of the street, with the second not far behind. The third, however, arrives from the left-hand side of the street and features a Seeker. If you are fast and purposeful, you can climb the building on the left-hand side of the street and cross the rope to reach the position marked on the accompanying screenshot. From here, you can eliminate all six targets with Phantom Blade headshots. Once the cart rolls to a halt, speak to the driver again to complete this optional objective.



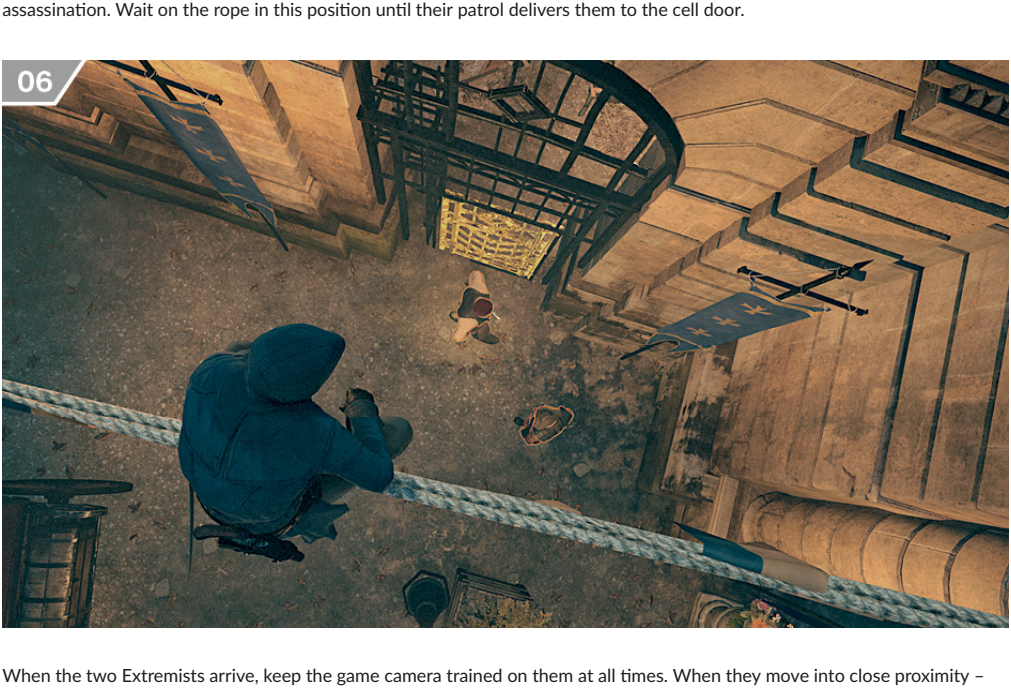
Head back towards the main entrance, using Stealth Mode and staying close to the wall when you draw near to safely reach the position marked on the above screenshot. This will trigger the second optional objective: to free the prisoners.



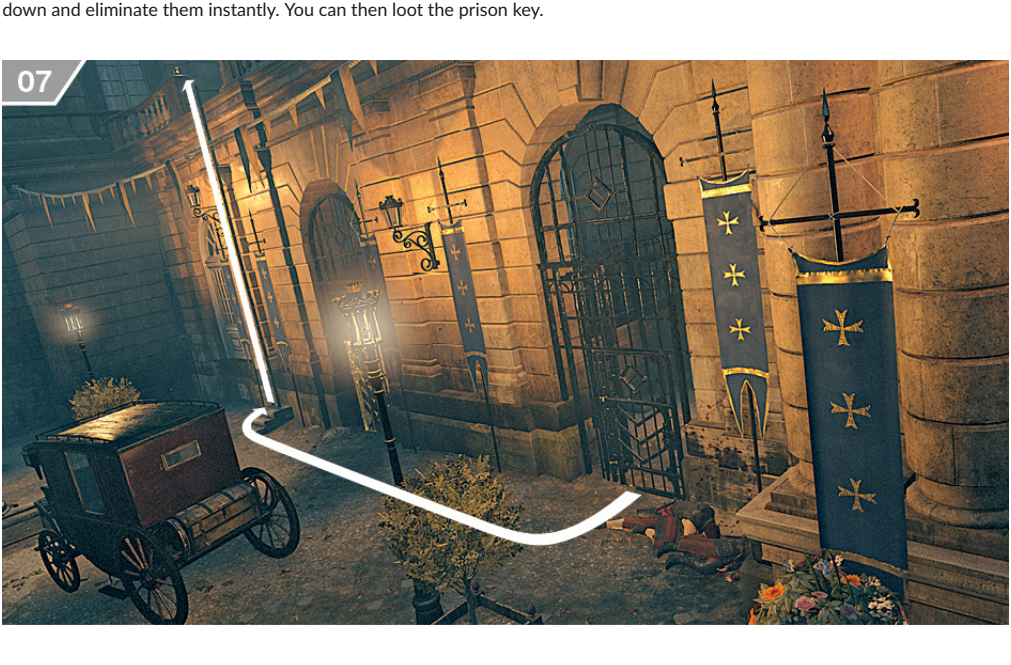
Climb the wall and hang just below the balustrade. There are three Extremists on the roof terraces: one sniper on either side, and a third guard who follows a long patrol, as illustrated above. Eliminate all three without causing a commotion before you continue. You can start with a ledge assassination on the first sniper, then kill the other two after sneaking up behind them.



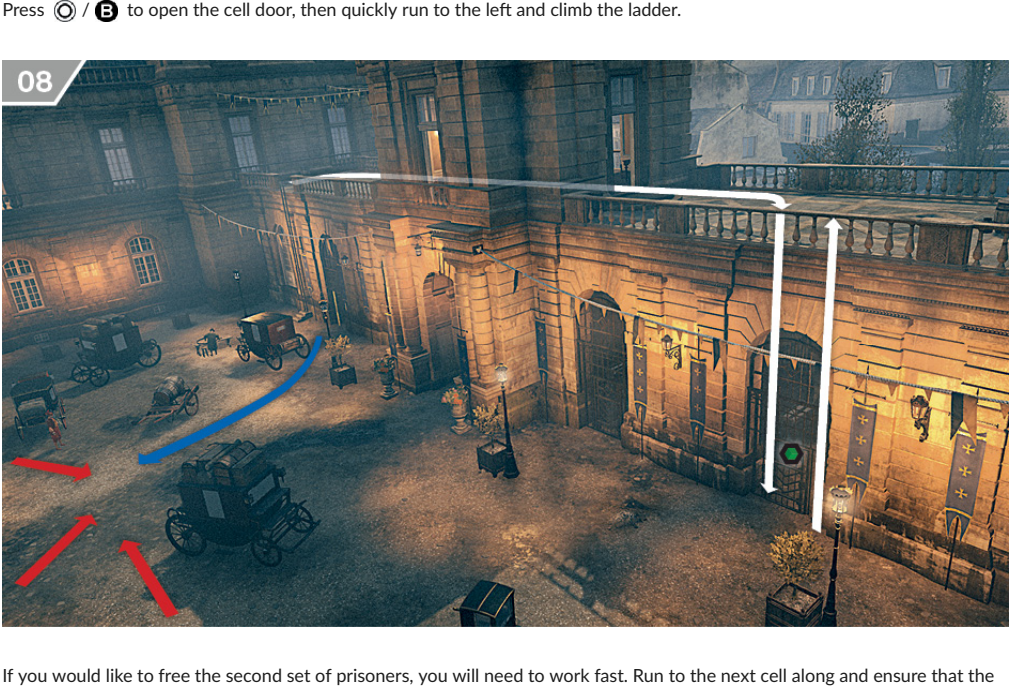
The next step is to obtain the key to the two cells. The Extremist who carries it is accompanied by a Defender, which seems an insurmountable problem – but there is actually a secluded position where you can eliminate both with a double air assassination. Wait on the rope in this position until their patrol delivers them to the cell door.



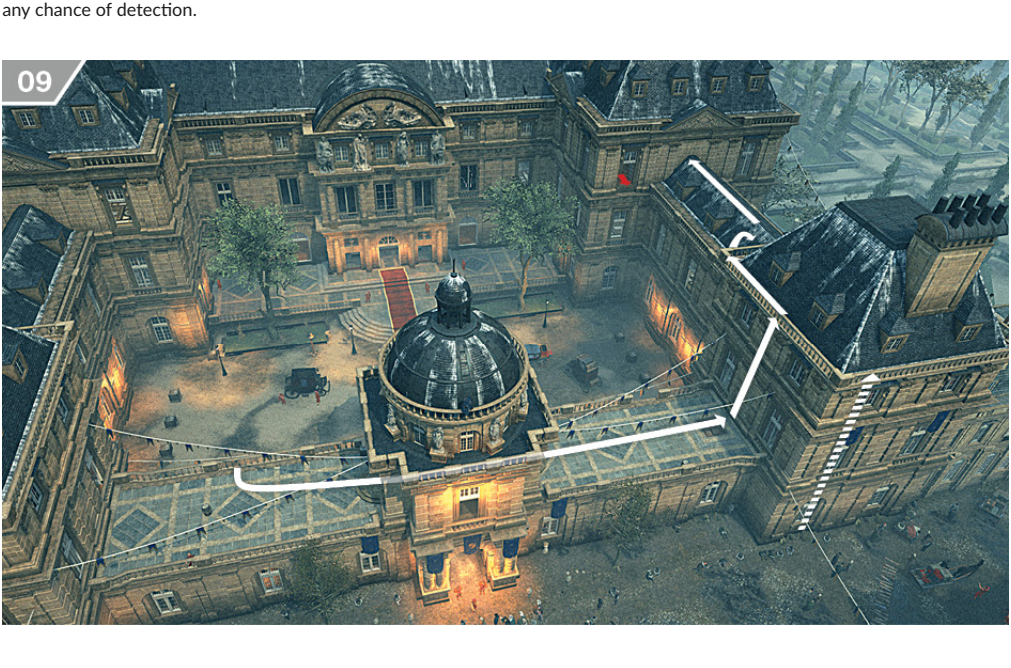
When the two Extremists arrive, keep the game camera trained on them at all times. When they move into close proximity – and, more pertinently, are both highlighted to indicate that a double air assassination is possible – press ◻ / Ⓧ to jump down and eliminate them instantly. You can then loot the prison key.



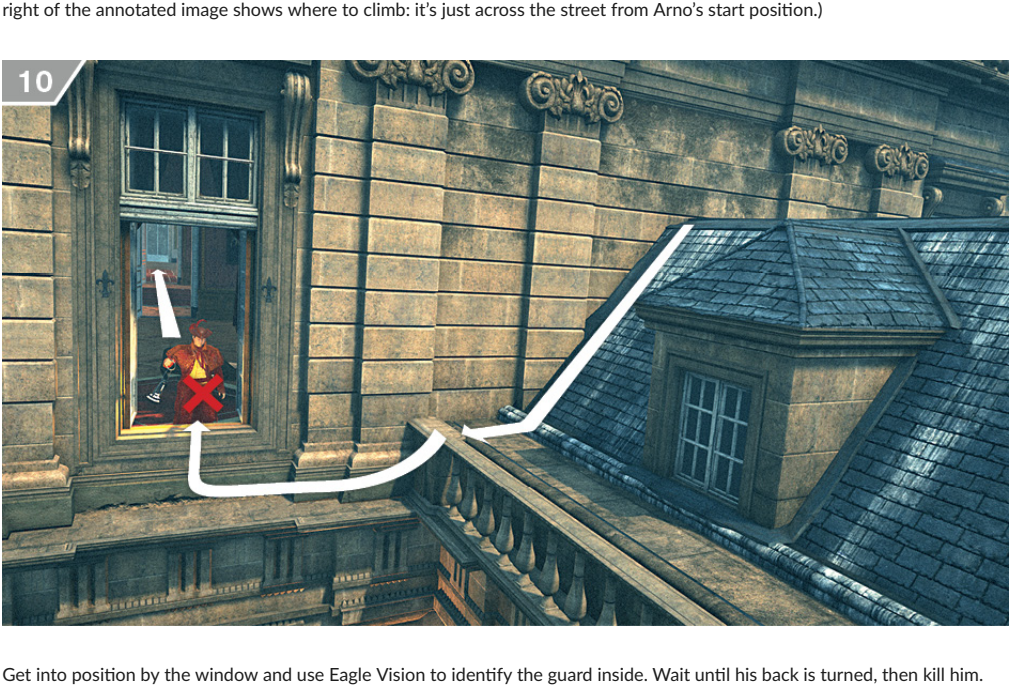
Press ○ / Ⓑ to open the cell door, then quickly run to the left and climb the ladder.



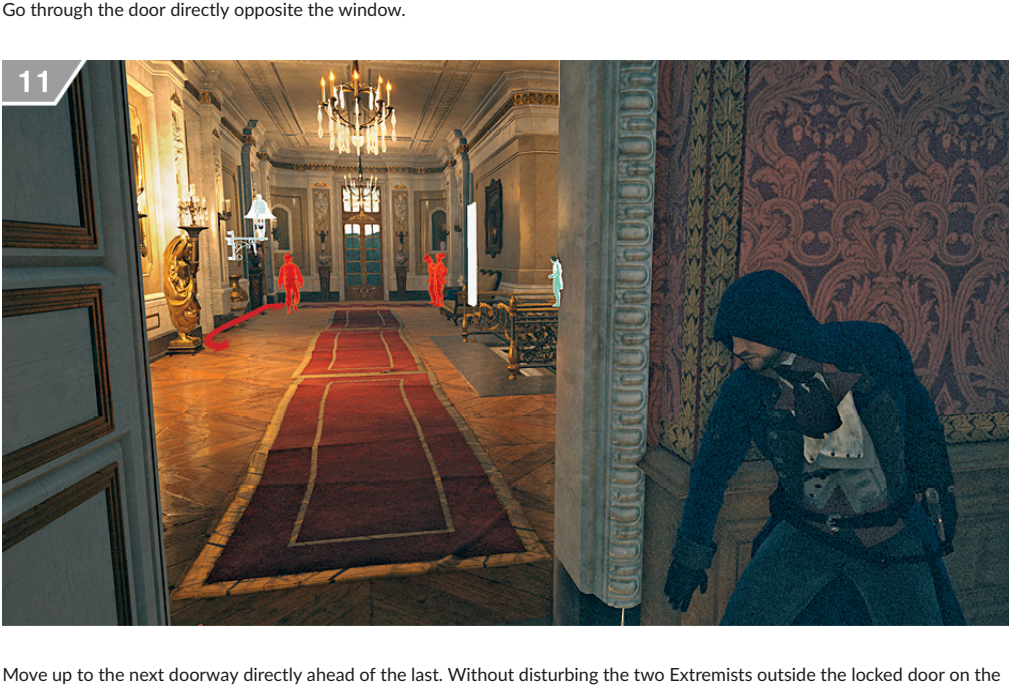
If you would like to free the second set of prisoners, you will need to work fast. Run to the next cell along and ensure that the first group have engaged the attention of all guards, then drop down and unlock the door. Immediately climb back up to avoid any chance of detection.



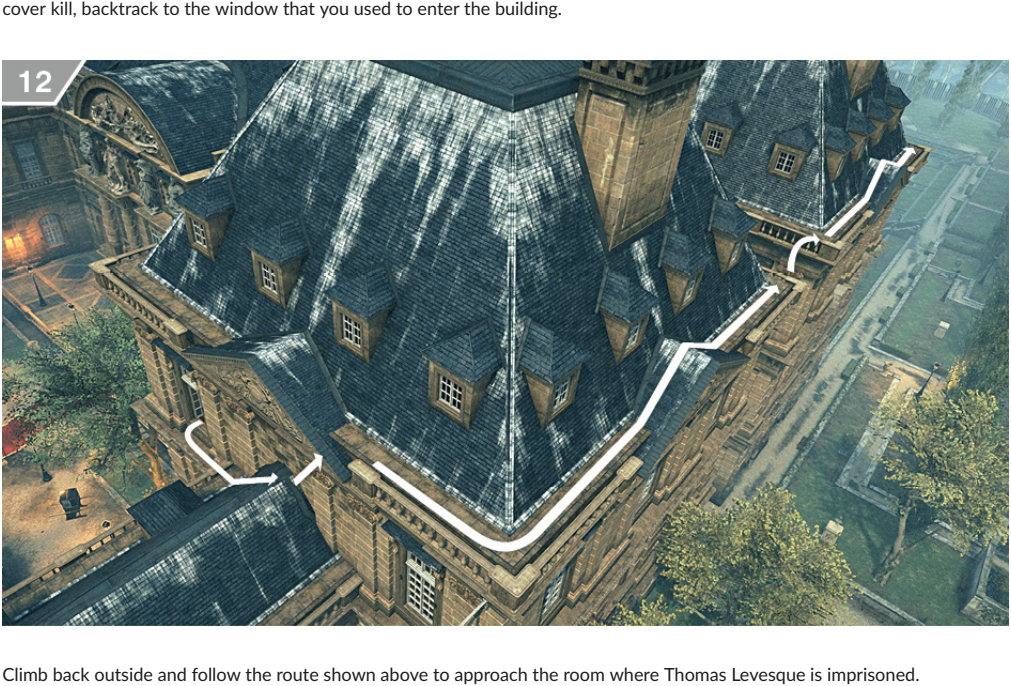
The next task is to rescue Thomas Levesque to complete the related Challenge, but it’s worthwhile to take a slight detour to eliminate a couple of potentially troublesome guards beforehand. Carefully make your way to the window as directed on the accompanying screenshot, being mindful to avoid disturbing a guard who occasionally stands at the window. (If you are joining the walkthrough at this stage, having decided to leave the optional objectives for another time, the dotted line at the bottom right of the annotated image shows where to climb: it’s just across the street from Arno’s start position.)



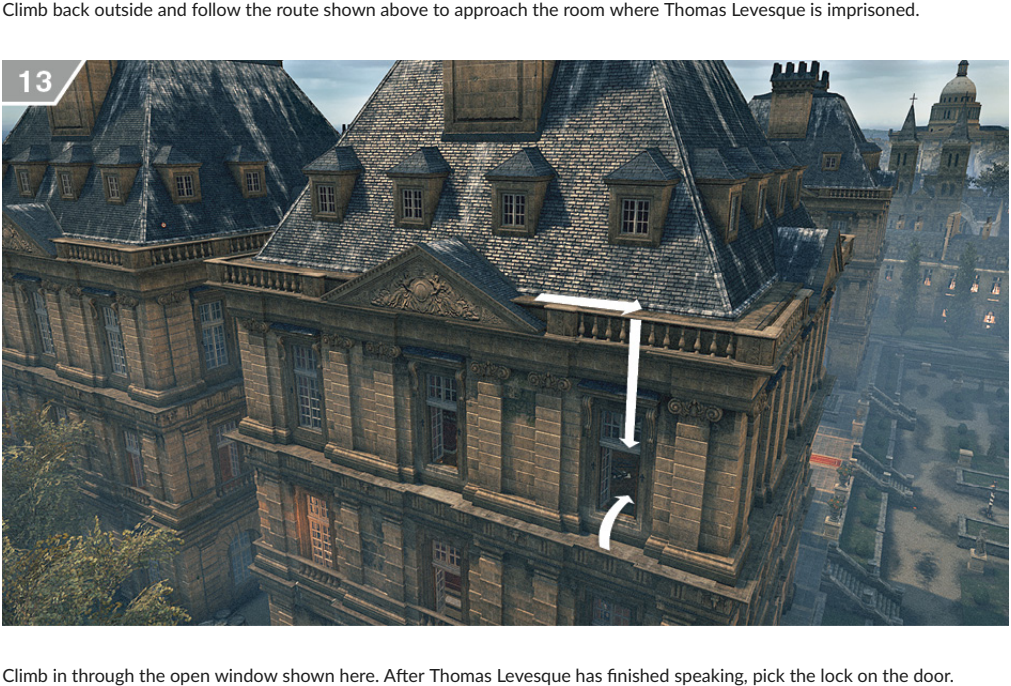
Get into position by the window and use Eagle Vision to identify the guard inside. Wait until his back is turned, then kill him. Go through the door directly opposite the window.



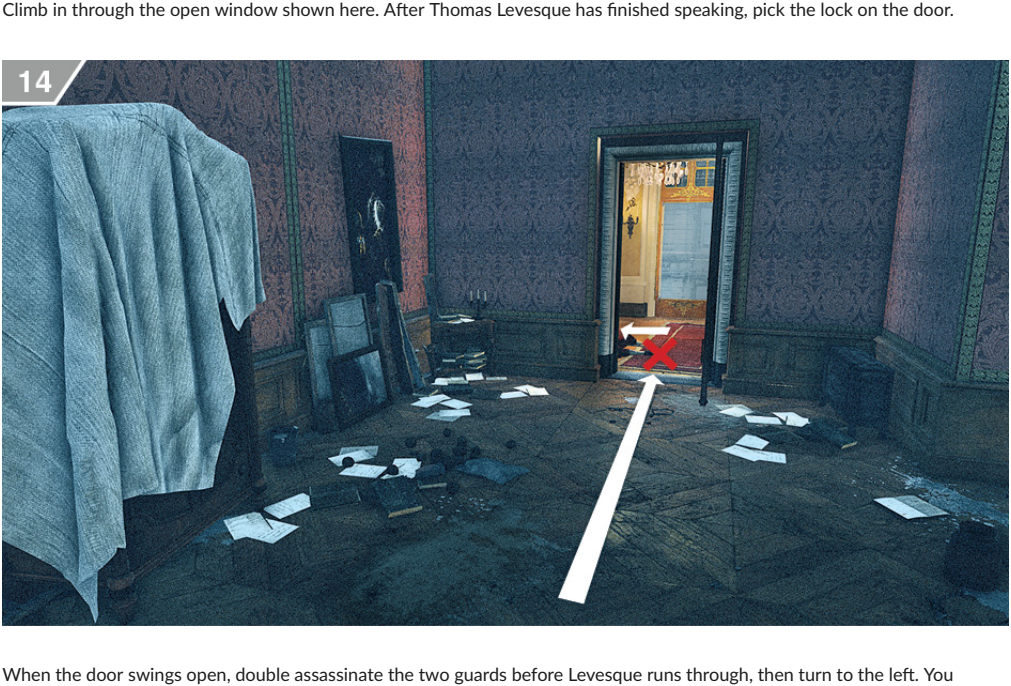
Move up to the next doorway directly ahead of the last. Without disturbing the two Extremists outside the locked door on the right, try to entice the individual on the left to walk towards Arno when his short patrol brings him closer to your position. He can identify Arno very quickly unless you are using equipment that reduces detection time, but you should still be able to use a Last Known Position lure to draw him to your location irrespective of your current garb. Once you have disabled him with a cover kill, backtrack to the window that you used to enter the building.



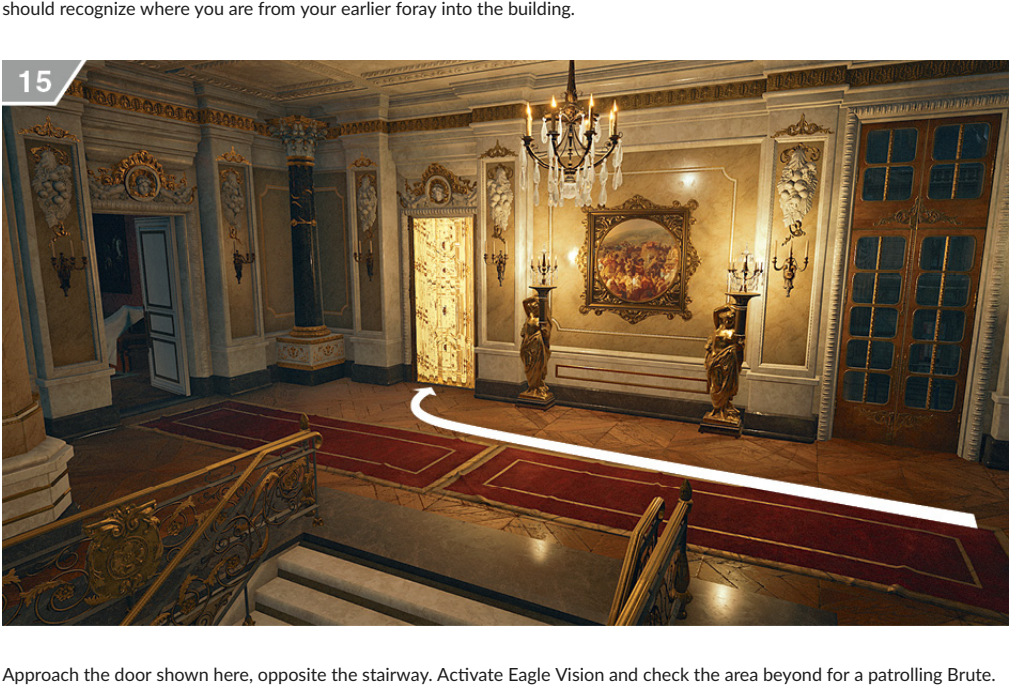
Climb back outside and follow the route shown above to approach the room where Thomas Levesque is imprisoned.



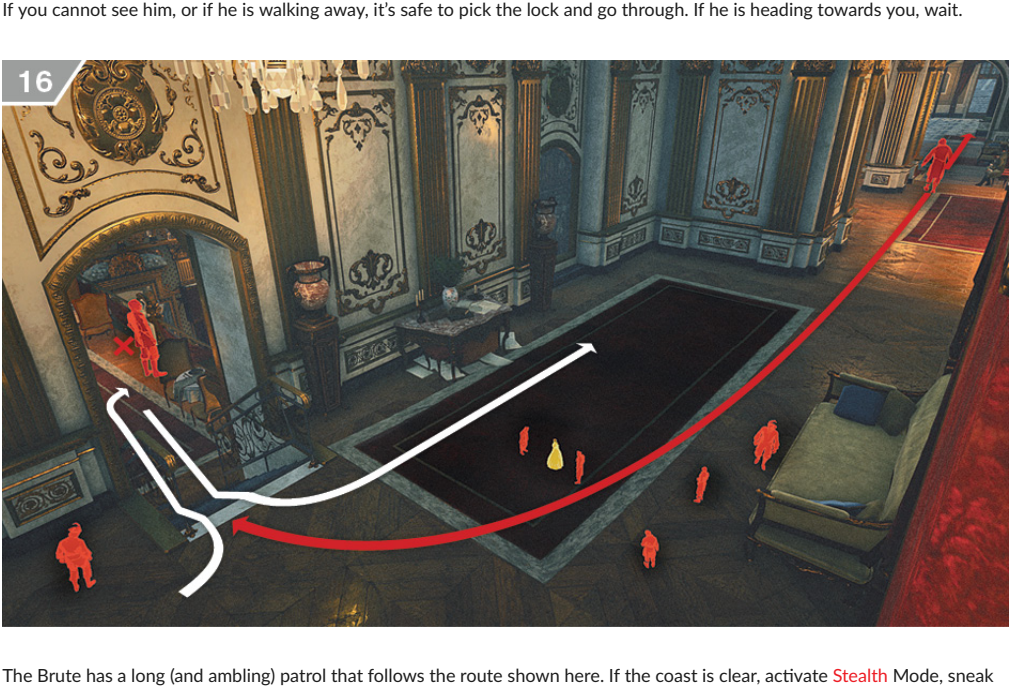
Climb in through the open window shown here. After Thomas Levesque has finished speaking, pick the lock on the door.



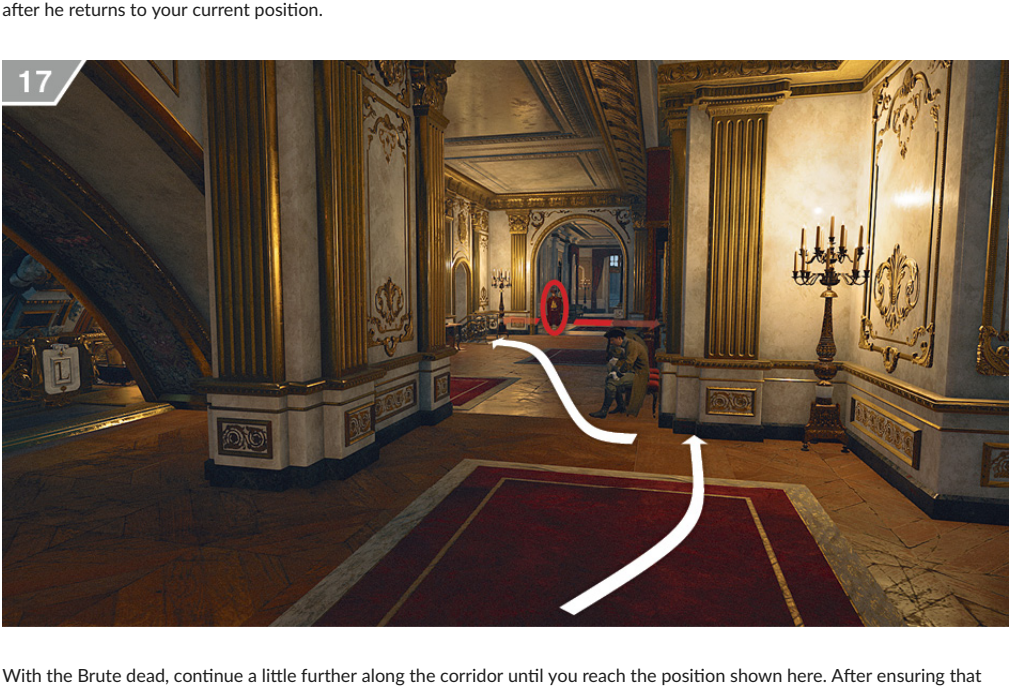
When the door swings open, double assassinate the two guards before Levesque runs through, then turn to the left. You should recognize where you are from your earlier foray into the building.



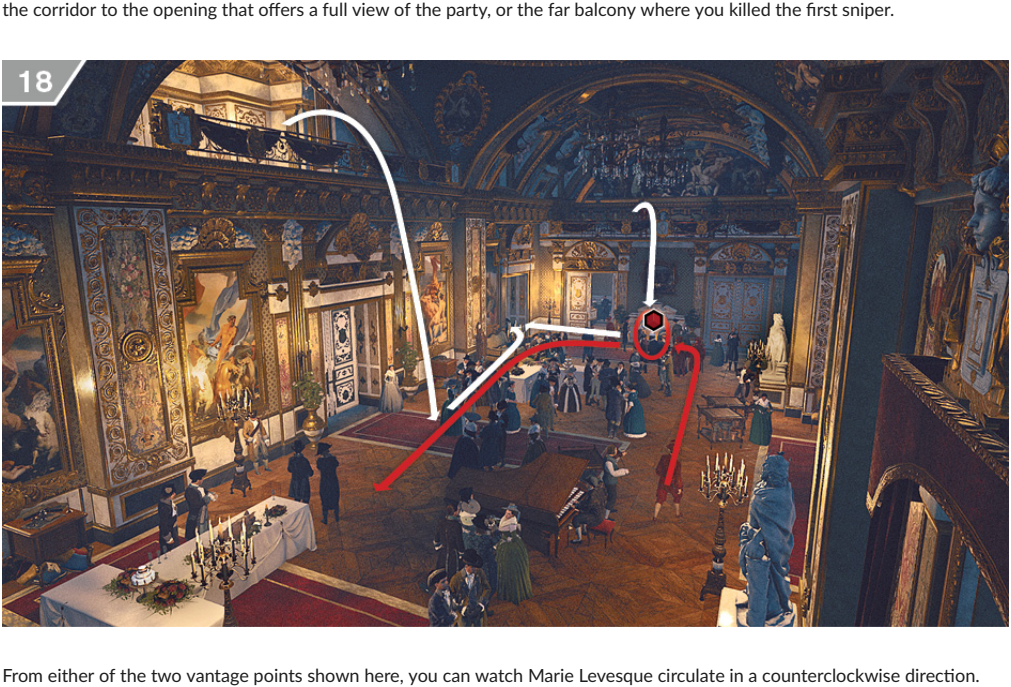
Approach the door shown here, opposite the stairway. Activate Eagle Vision and check the area beyond for a patrolling Brute. If you cannot see him, or if he is walking away, it’s safe to pick the lock and go through. If he is heading towards you, wait.



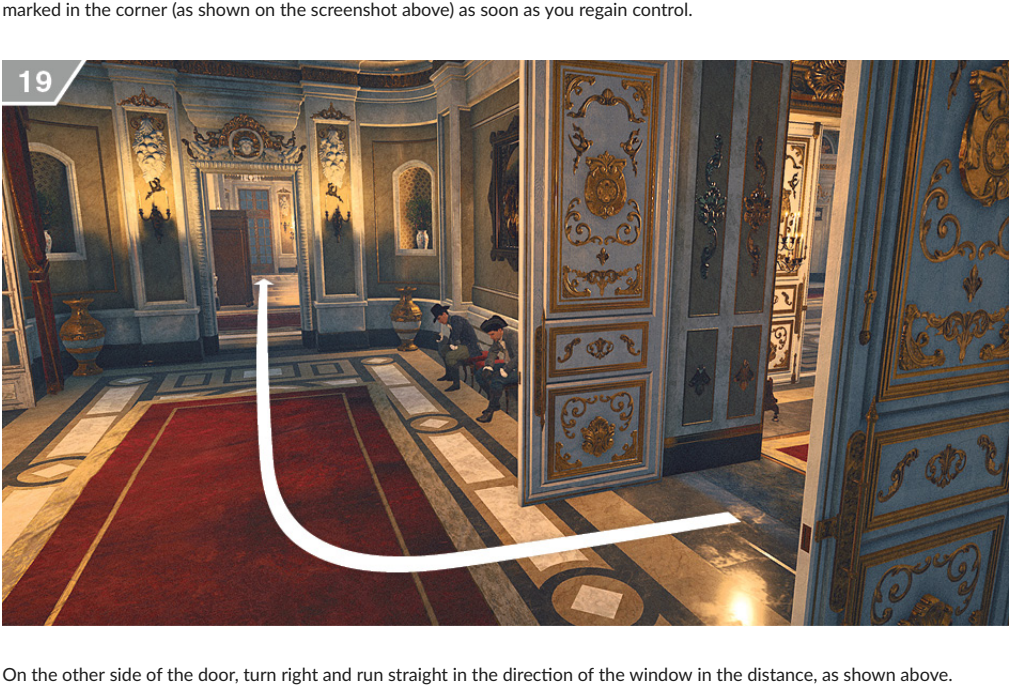
The Brute has a long (and ambling) patrol that follows the route shown here. If the coast is clear, activate Stealth Mode, sneak through the archway immediately to your left and disable the sniper overlooking the party. Though it is possible to assassinate Marie Levesque from this position, disabling the sniper on the opposite balcony will help to tip the odds in your favor in the chaotic aftermath of your imminent introduction. First, though, you should kill the patrolling Brute, preferably from behind after he returns to your current position.



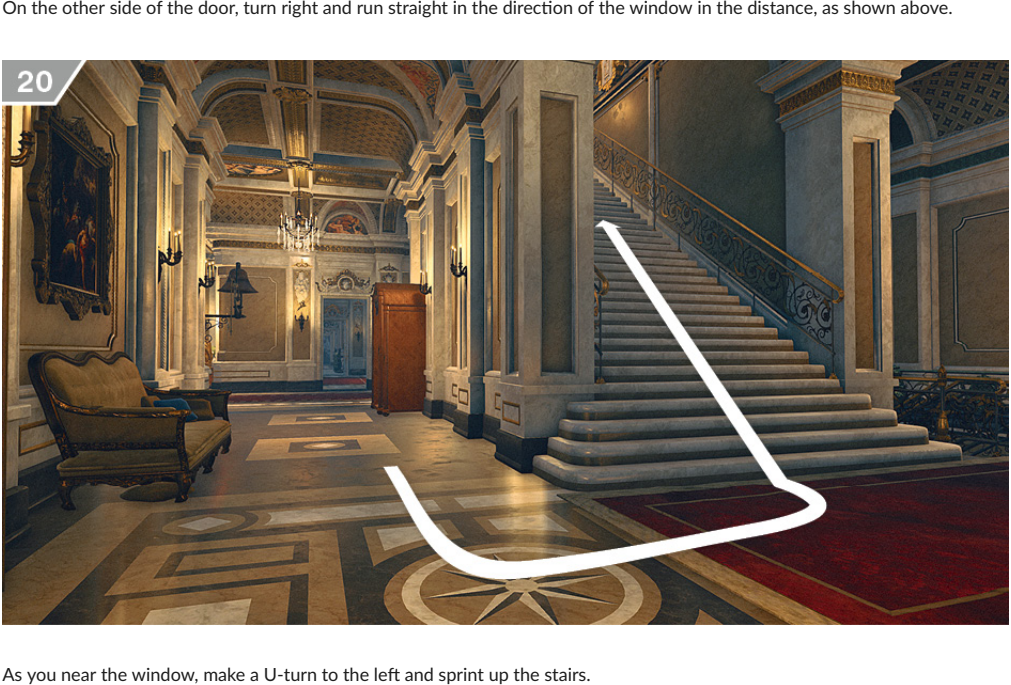
With the Brute dead, continue a little further along the corridor until you reach the position shown here. After ensuring that the patrolling Extremist is looking away, sneak down the steps to eliminate the second sniper. You can now move back along the corridor to the opening that offers a full view of the party, or the far balcony where you killed the first sniper.



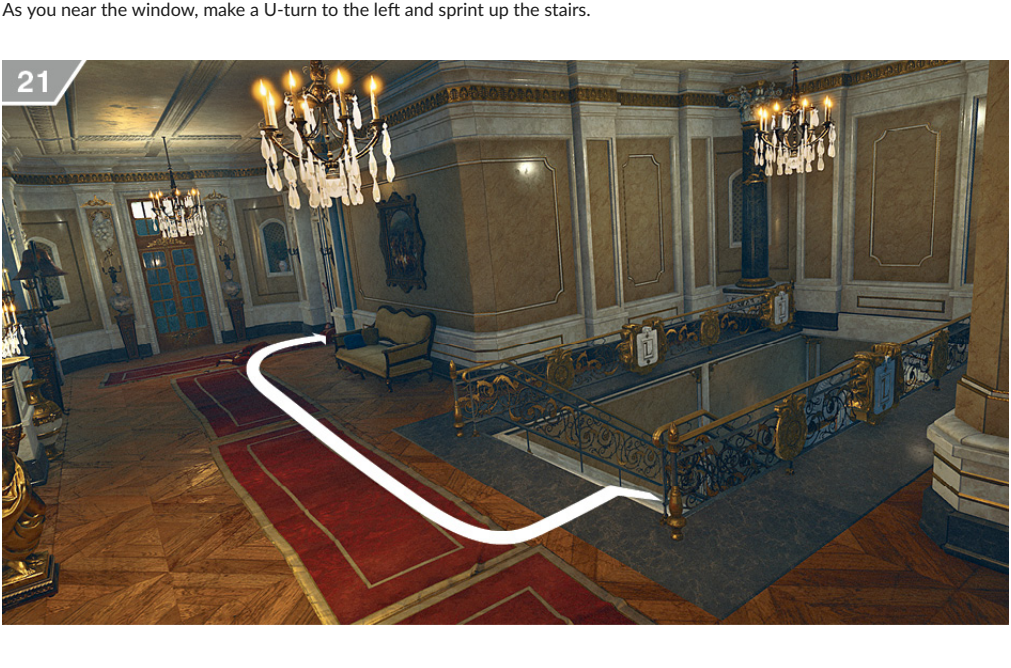
From either of the two vantage points shown here, you can watch Marie Levesque circulate in a counterclockwise direction. Make sure you never stay in her line of sight, however, as she has remarkable detection skills – remain behind a cover position at all times to be safe. Wait until she is beneath your position, direct the camera to ensure that Arno is targeting her – and not one of her two bodyguards – and then perform an air assassination. After the cinematic ends, start moving towards the door marked in the corner (as shown on the screenshot above) as soon as you regain control.



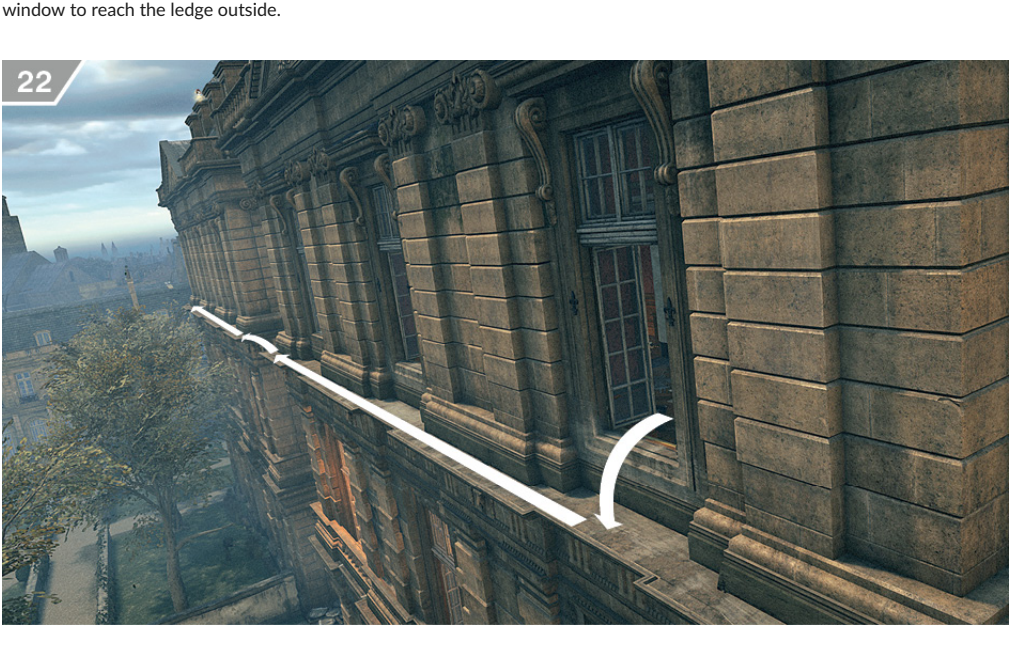
On the other side of the door, turn right and run straight in the direction of the window in the distance, as shown above.



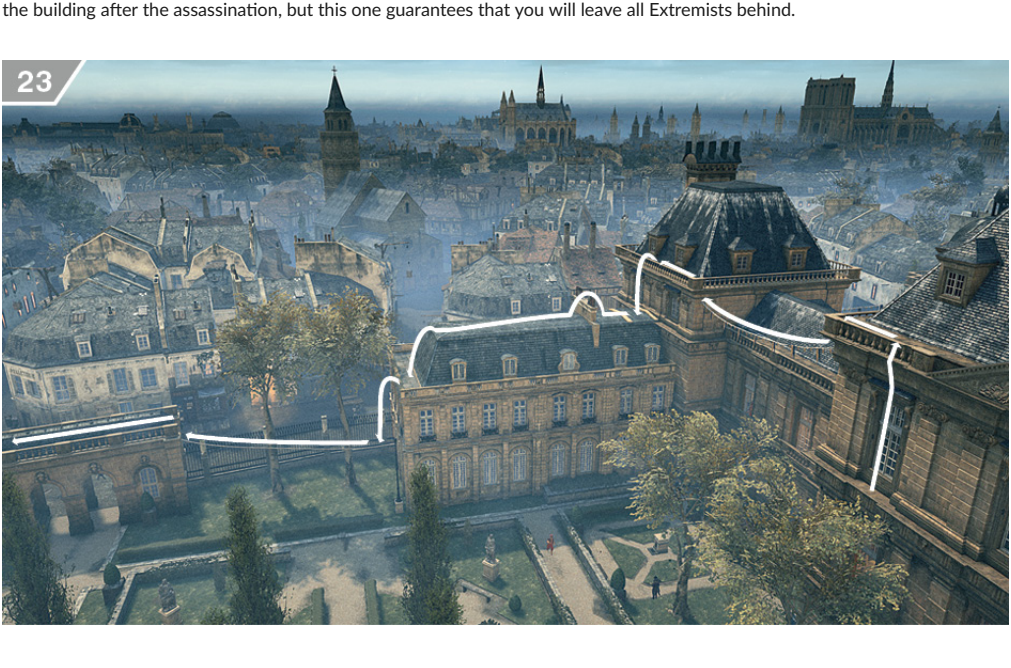
As you near the window, make a U-turn to the left and sprint up the stairs.



At the top of the stairs, turn right and head into the room where Thomas Levesque was imprisoned earlier. Vault through the window to reach the ledge outside.



On the ledge, follow the route shown here to completely shake your pursuers. There are faster and more direct ways to leave the building after the assassination, but this one guarantees that you will leave all Extremists behind.



The only remaining step is to leave the highlighted area. The free run course illustrated here will deliver you to safety without risk of encountering an Extremist.

Memory 03/“The Escape”

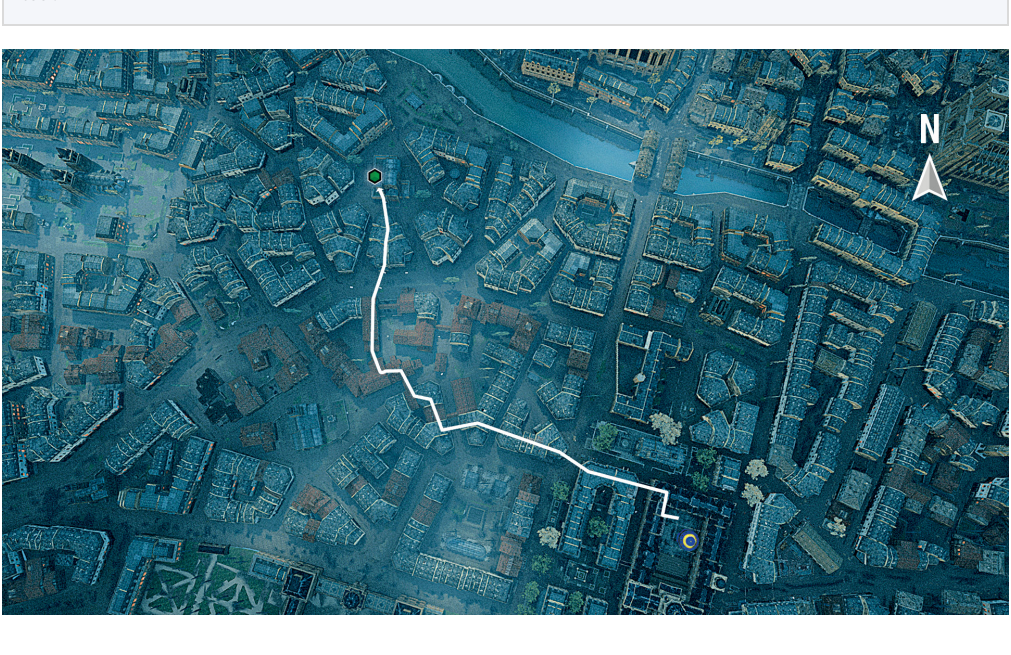
Mission Overview

Challenges

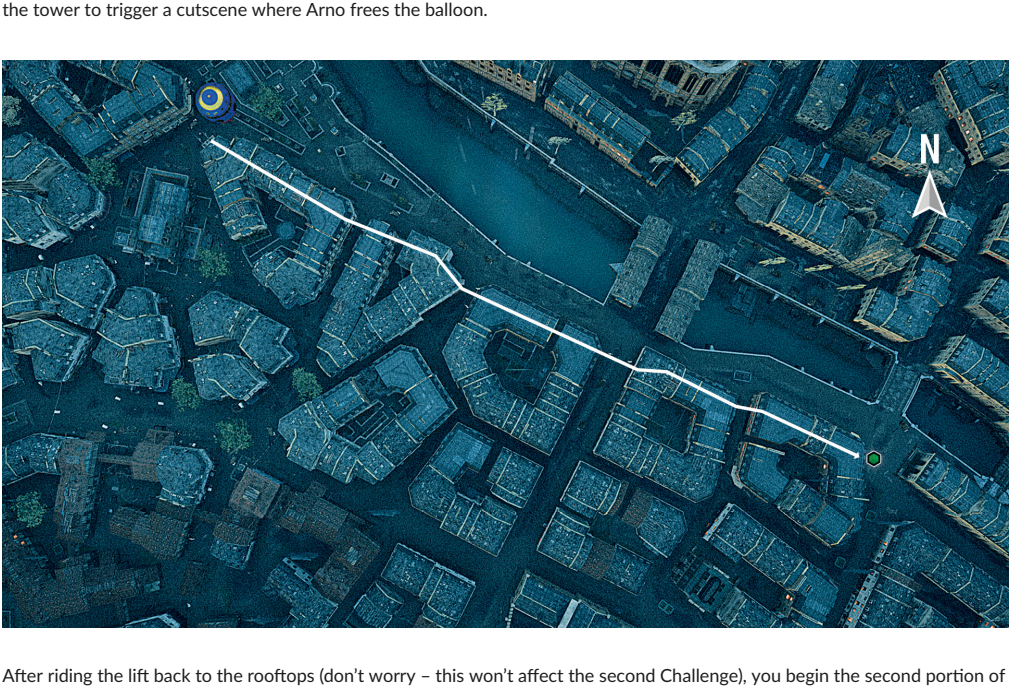
- Keep up with Montgolfière.
- Don’t touch the ground.

Notes & Further Reading

- Before you begin this Memory, ensure that Arno has a full stock of Smoke Bombs and that they are your current active tool.



After the introductory cinematic, you must reach three marked positions and press ◻ / Ⓧ to cut the ropes. Complicating matters, a group of Extremists will chase Arno – but if you use Smoke Bombs just before you reach each rope, you can perform the necessary action without being attacked or surrounded. When all three ropes have been cut, run into a lift to reach the rooftops. There is no need to track the movements of the balloon with unerring accuracy: as long as you follow the route shown on the annotated map here, Arno will stay within the range limit for the first Challenge. The trick is to quickly identify ropes that provide easy movement between buildings. When you reach the church, cross via the rope and climb to the top of the tower to trigger a cutscene where Arno frees the balloon.



After riding the lift back to the rooftops (don’t worry – this won’t affect the second Challenge), you begin the second portion of the chase, with the optimal route illustrated on the above map. At the very end of the pursuit, a green waypoint marker appears on a wooden beam. Leap from this to trigger the closing cinematic.

Walkthrough

Sequence 10

Memory 01/“A Dinner Engagement”

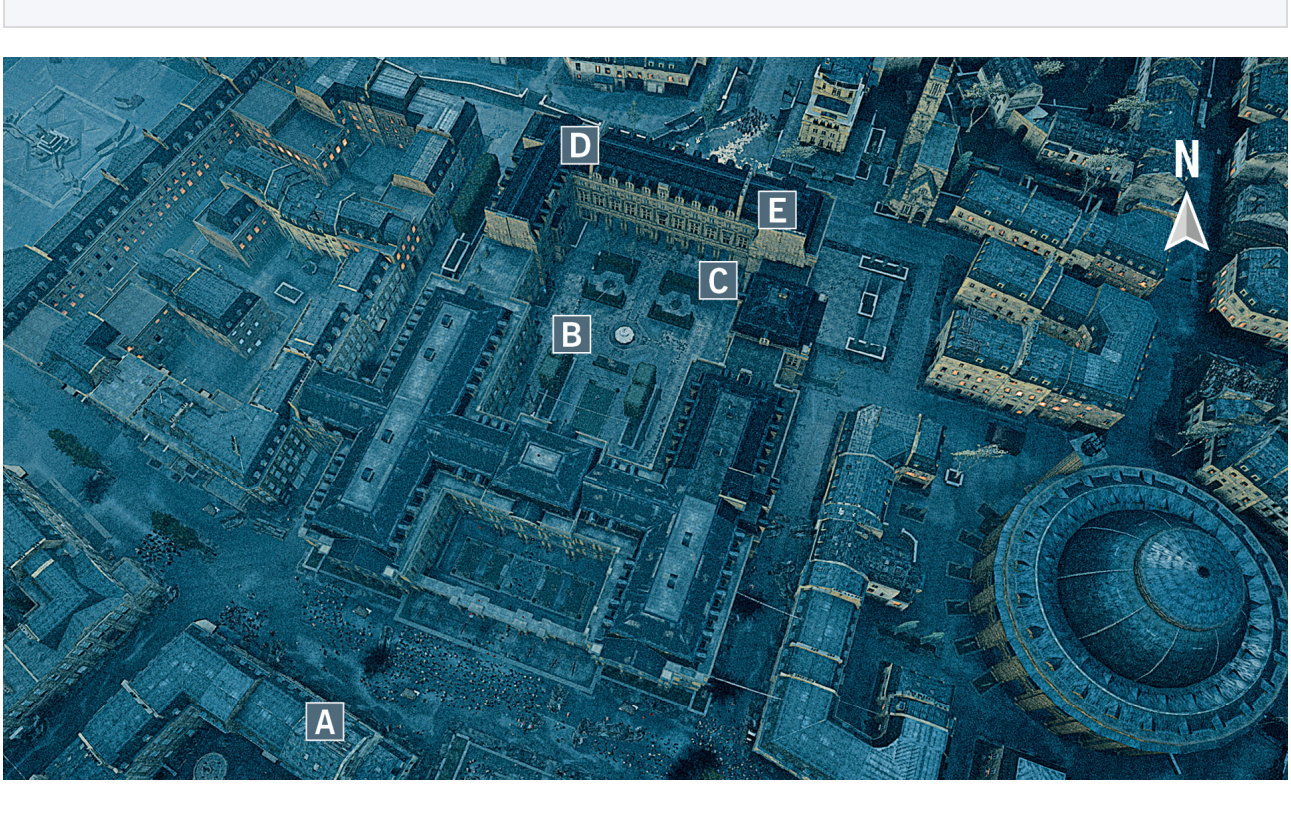
Mission Overview

Challenges

- Drive two Brutes berserk: see 01.
- Perform two double assassinations: see 01.

Notes & Further Reading

- Sequence 10 begins with another batch of ability unlocks. See page 239 to read our suggested upgrades.
- As this Memory offers two distinct ways to eliminate Le Peletier, we cover both in this walkthrough. We refer to these as the “Poison Wine Assassination” and the “Bribery Assassination”. The latter requires a minimum financial investment of 4,000 ₣, so will not be possible if you are low on funds.
- The two Challenges encourage exploration of the area, but we have incorporated advice on how to beat them in both walkthroughs.



A Arno’s starting position.

B A shipment of deadly lead-laced wine. You can steal a bottle of this to set up a very specific (and time-sensitive) assassination while Le Peletier remains in his starting position at **D**.

C A member of Le Peletier’s household staff can be found in this location. For a bribe of 4,000 ₣, she will request that a window in her master’s study be opened. This sets up a quiet and very easy assassination with an uncomplicated departure from the scene.

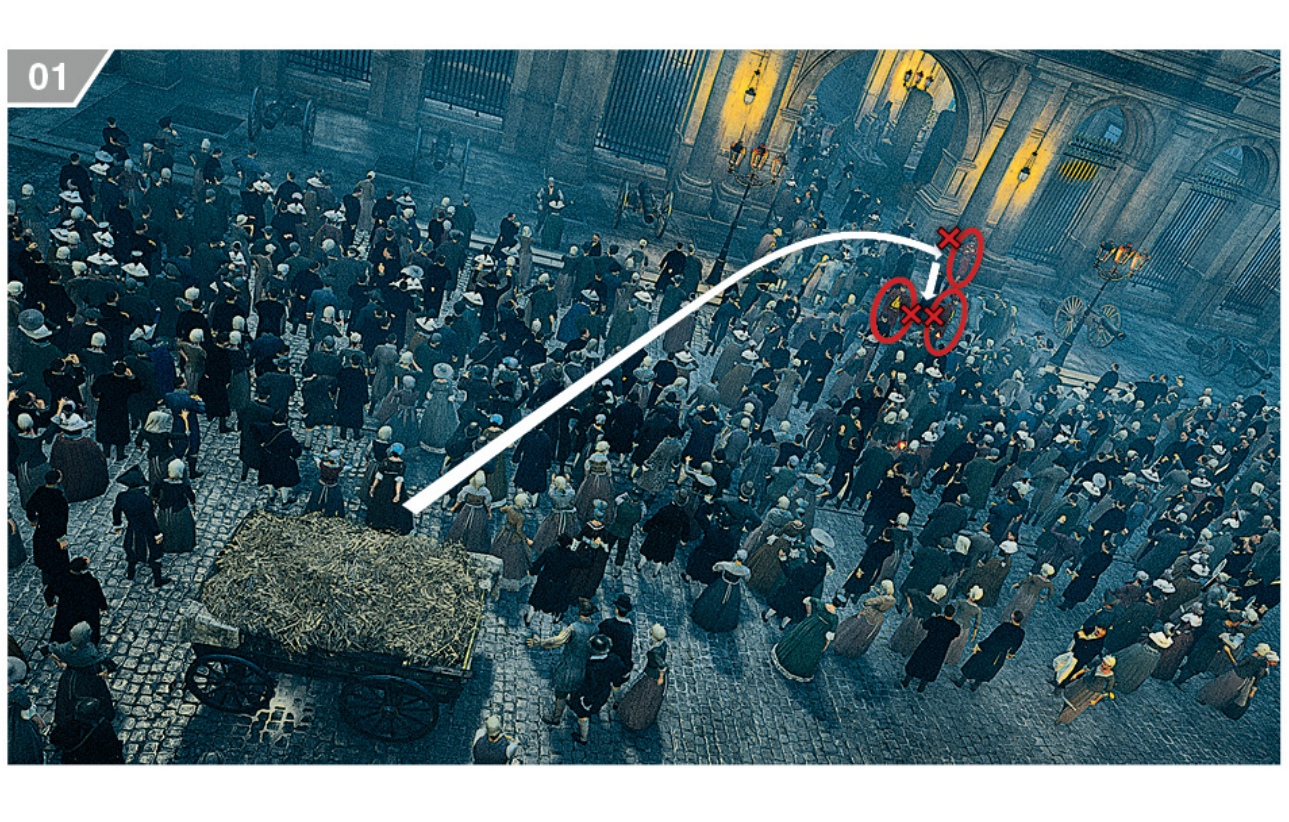
D Le Peletier’s starting position, in the upstairs suites, and the location where the poison wine can be placed on a bar to trigger one of the two special assassination scenarios. If you wait too long after identifying Le Peletier, he will automatically leave this room and walk to his secondary location at **E**.

E This is Le Peletier’s study. If you choose the bribery assassination, two windows will be opened to provide a simple entrance and exit.

Memory 01/“A Dinner Engagement”

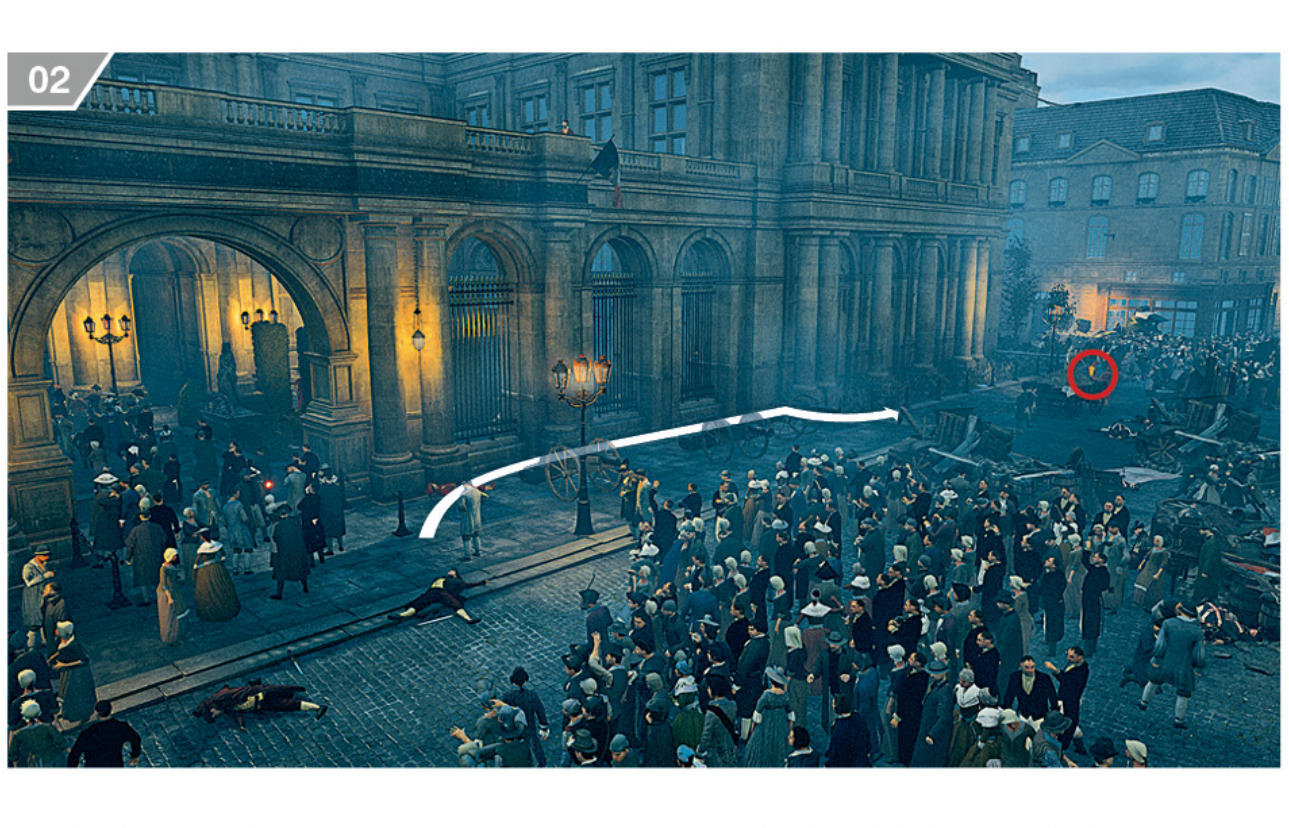
Poison Wine Assassination

01



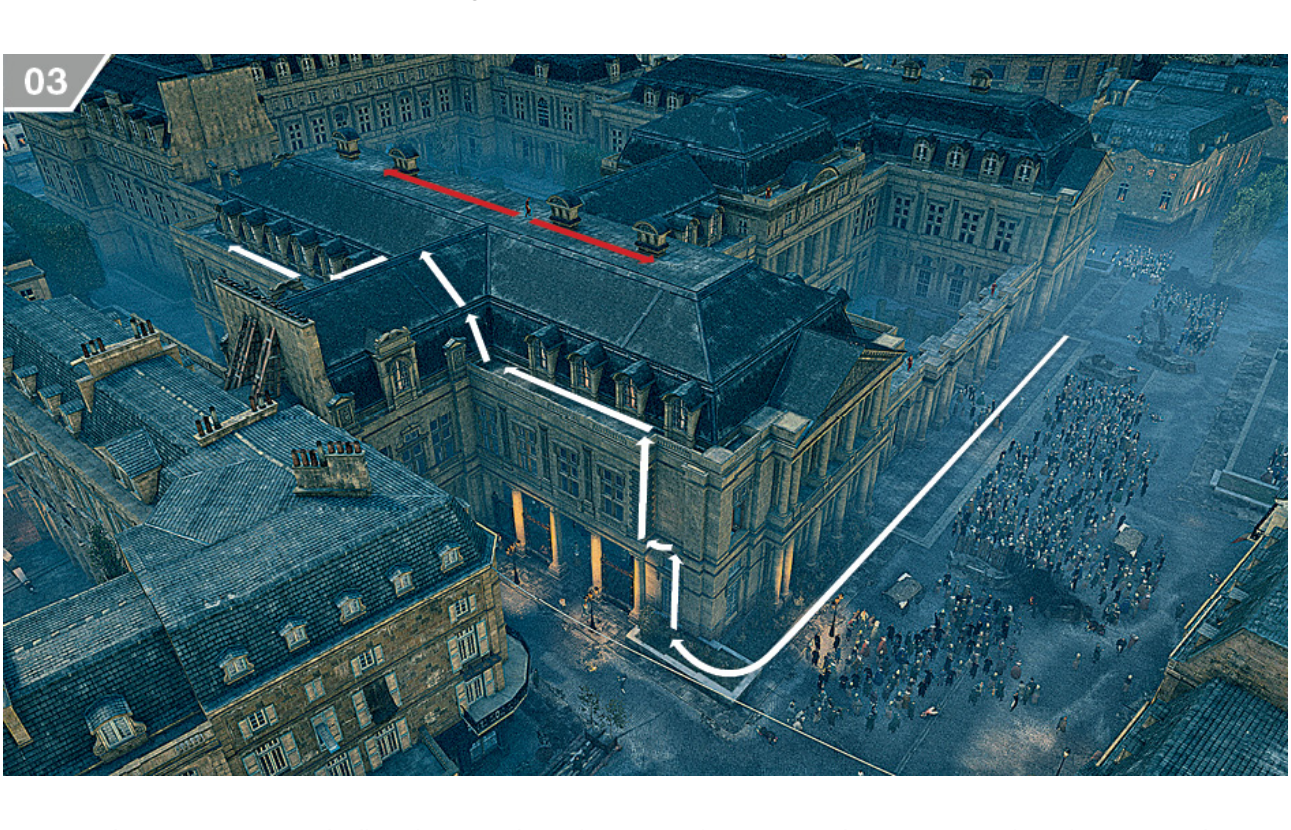
From Arno’s start position, perform a Leap of Faith into the hay cart below. Before you steal the poison wine, it’s wise to complete both Challenges in advance (but if you would prefer to leave them for another time, skip to entry 05). Blending with the large crowd, approach the guard leaning against the wall in the back and eliminate him. You can now backtrack to the two Extremists. When you are right behind them, carefully move forward until both are surrounded by a highlight, indicating a double assassination opportunity, then press ◻ / Ⓧ to strike.

02



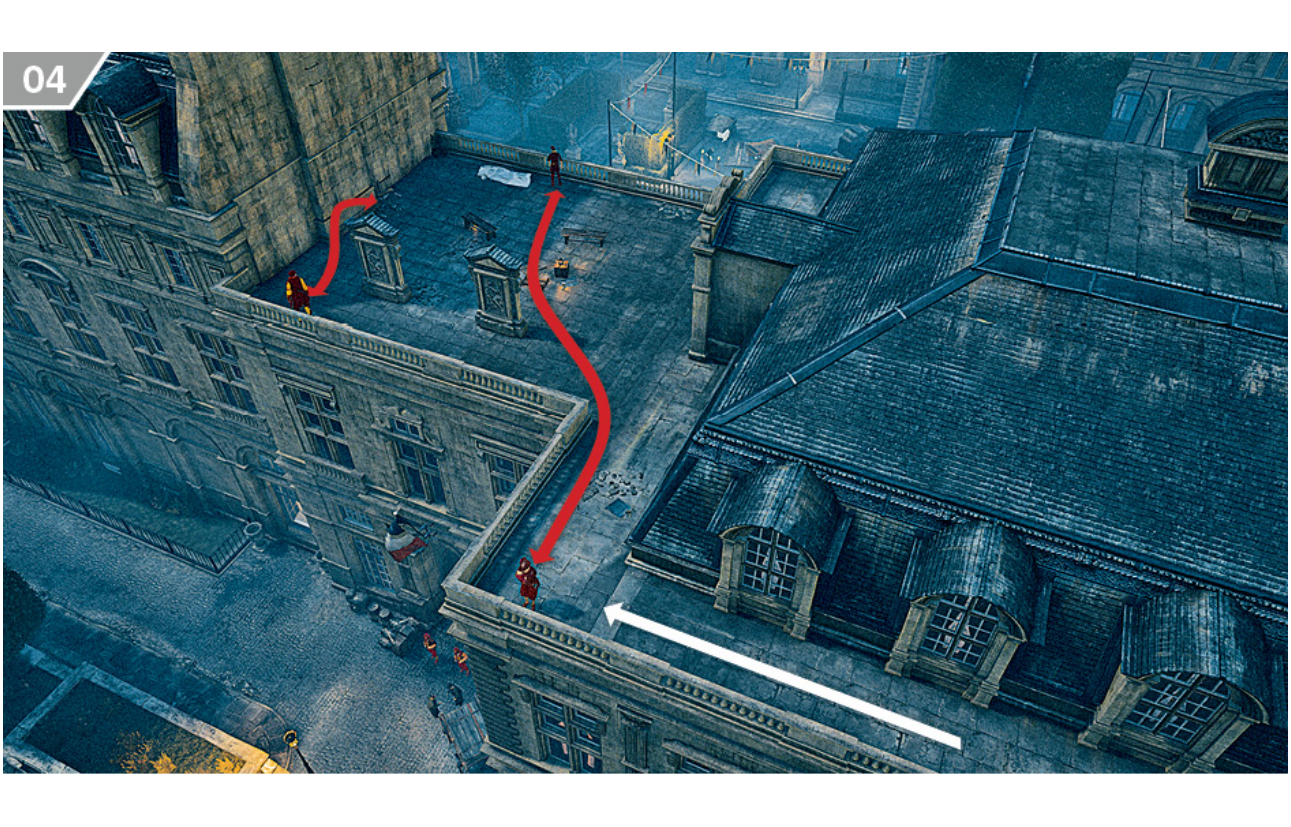
You will find a Brute to the east of your position at the front entrance. Sneak up behind the hay cart and hit him with a Berserk Blade. Stay very close to the wall to avoid the gaze of a rooftop sentry.

03



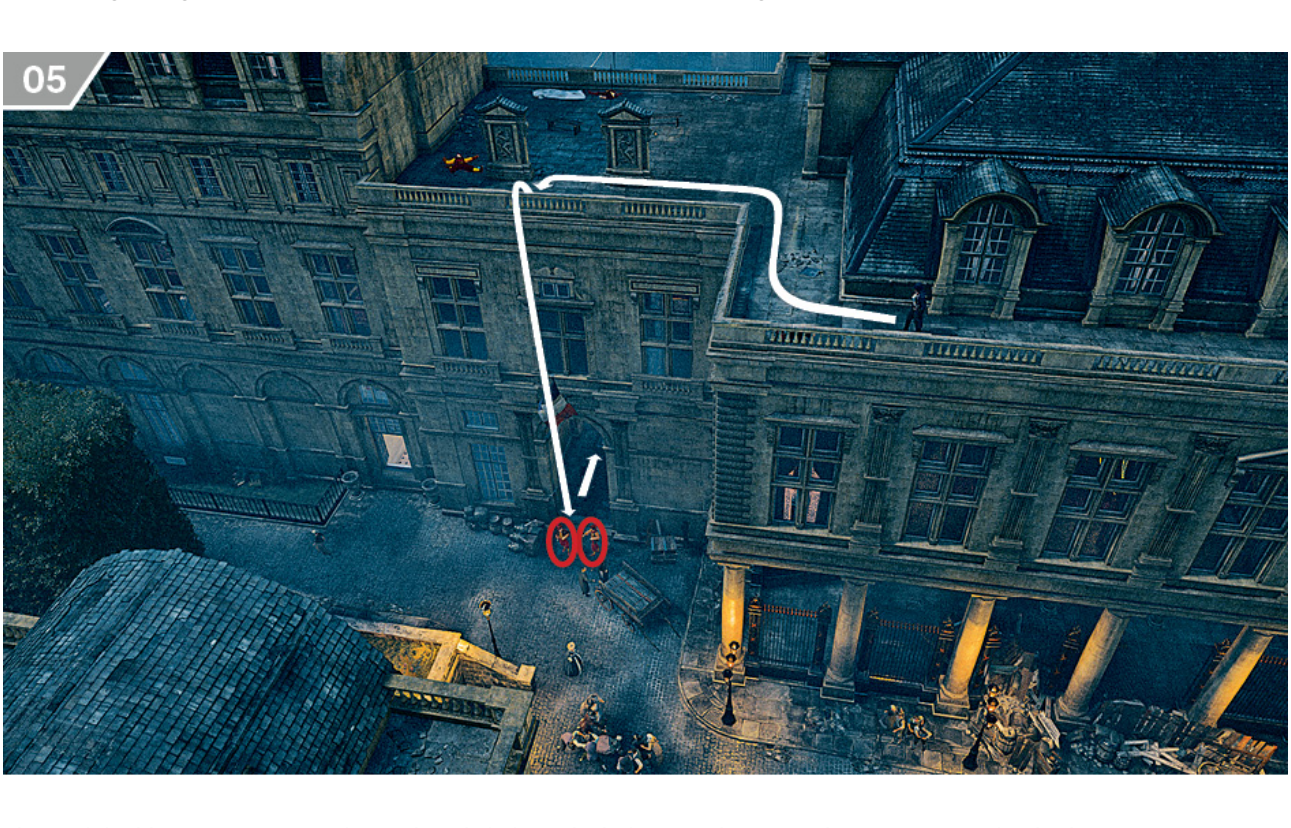
Return to the front entrance and follow the route shown here to reach a position where you can find another Brute and a second double assassination opportunity. There is a sniper patrolling on the top roof; whether you strike him down or avoid him when you pass is entirely at your discretion.

04



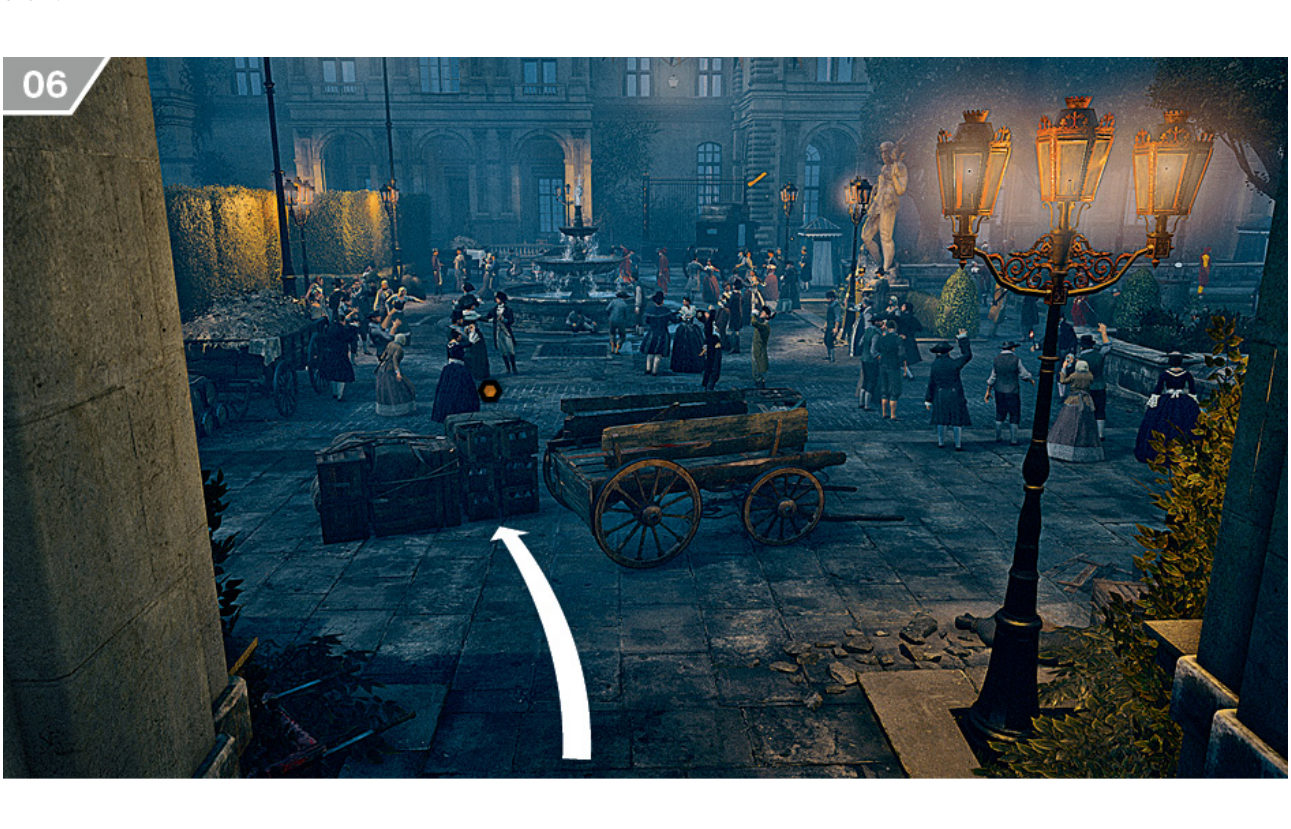
You will encounter a Brute and two other Extremists on this rooftop. Wait until the enemy with the long patrol moves to the opposite side of the roof, then move into position behind the balustrade and hit the Brute with a Berserk Blade. You can then either bring the fight to a close with the Phantom Blades, or climb out of sight as the battle unfolds.

05



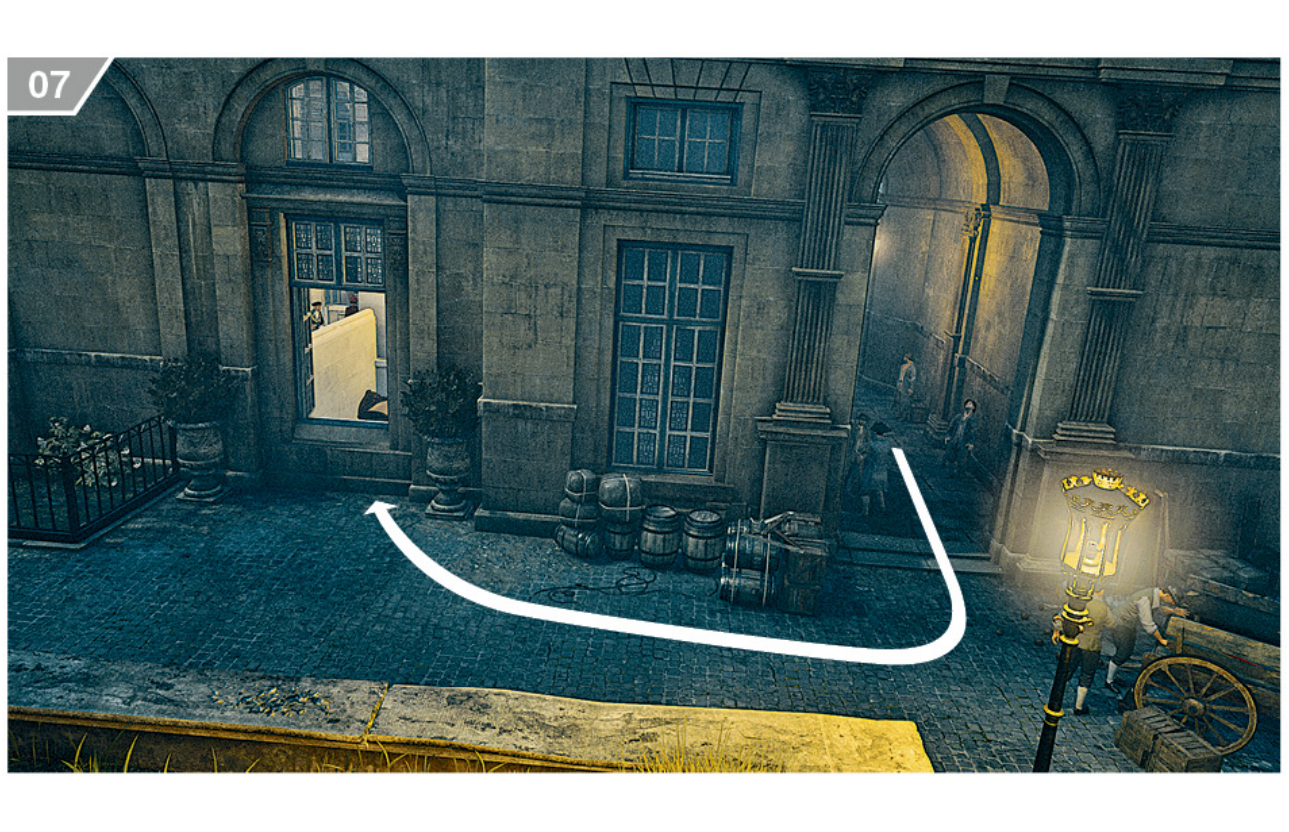
The final double assassination is almost directly below: climb down to the flag and, after ensuring that both Extremists are highlighted, eliminate both simultaneously. If you skipped to this stage from entry 01, you will need to scale the outer wall further away and traverse to this position: both guards need to be eliminated before you can go through the passage behind them.

06



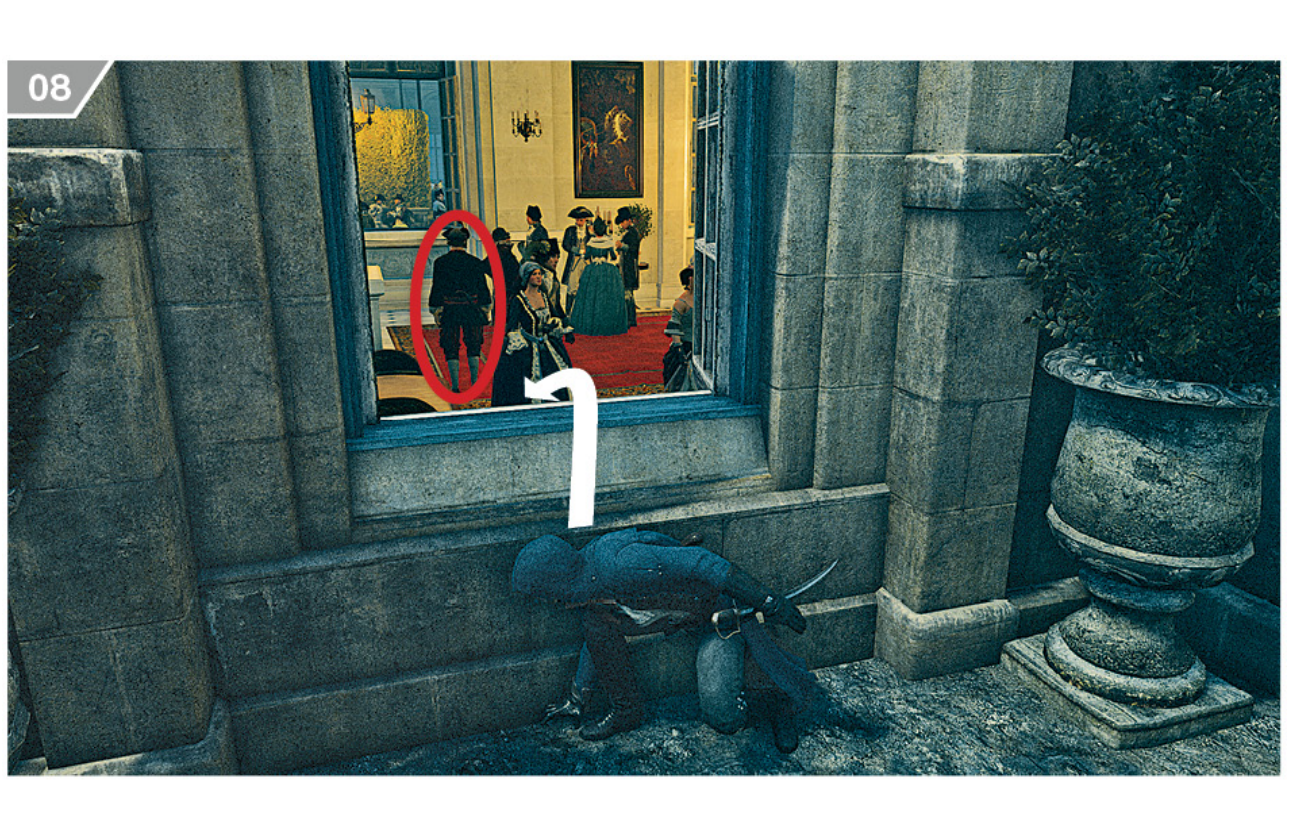
At the other end of the passage, sneak over to the deliveries in Stealth Mode and press ◎ / Ⓑ when the prompt appears to steal a bottle of poison wine. You should then backtrack to the street outside.

07



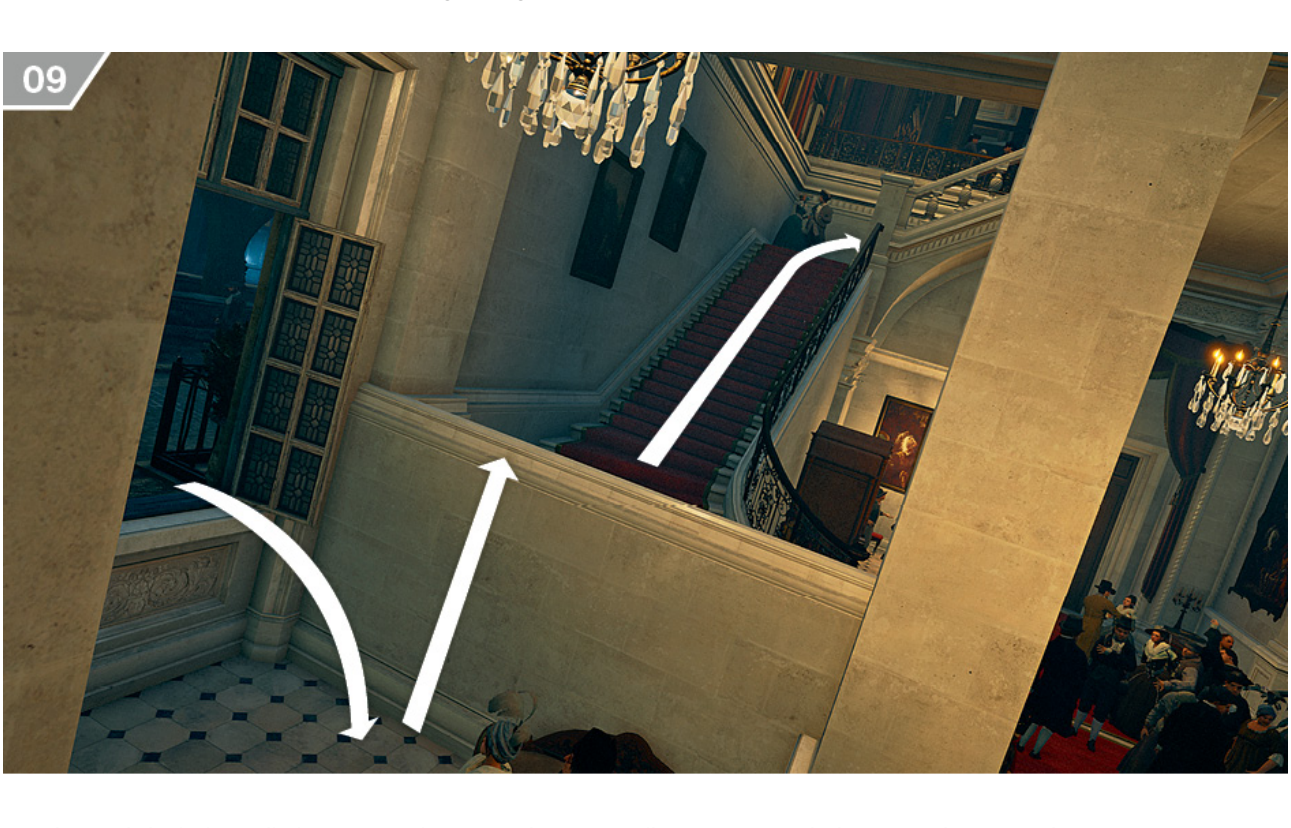
Approach the window shown here and, after checking that no one is looking in your direction inside with Eagle Vision, take cover beneath it.

08



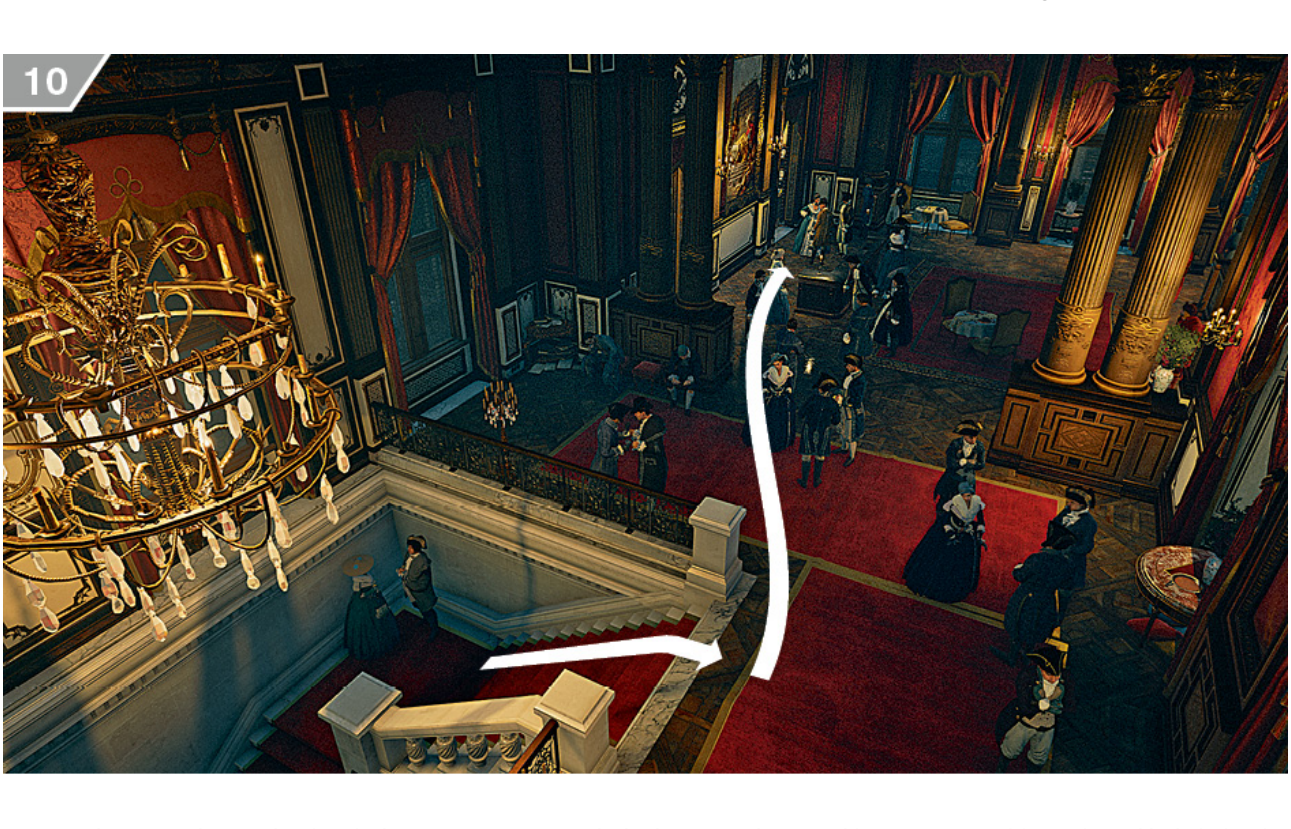
Watch through the window until you see a guard move into a position just in front of you. When he leaves, it’s time for a purposeful burst of activity. Start by vaulting through the window.

09



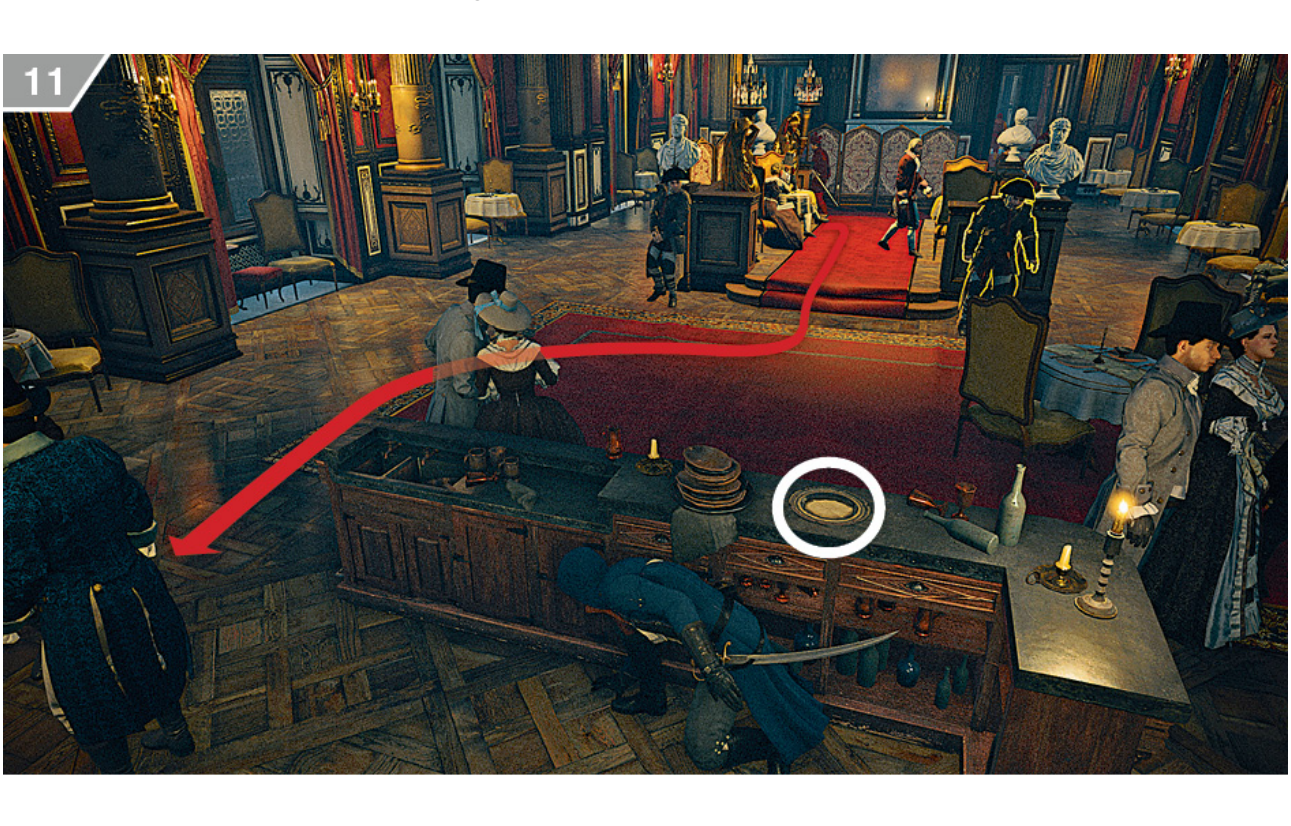
Turn left and climb the wall, then run up the stairs. Slow to a walk once you reach the top of the first flight.

10



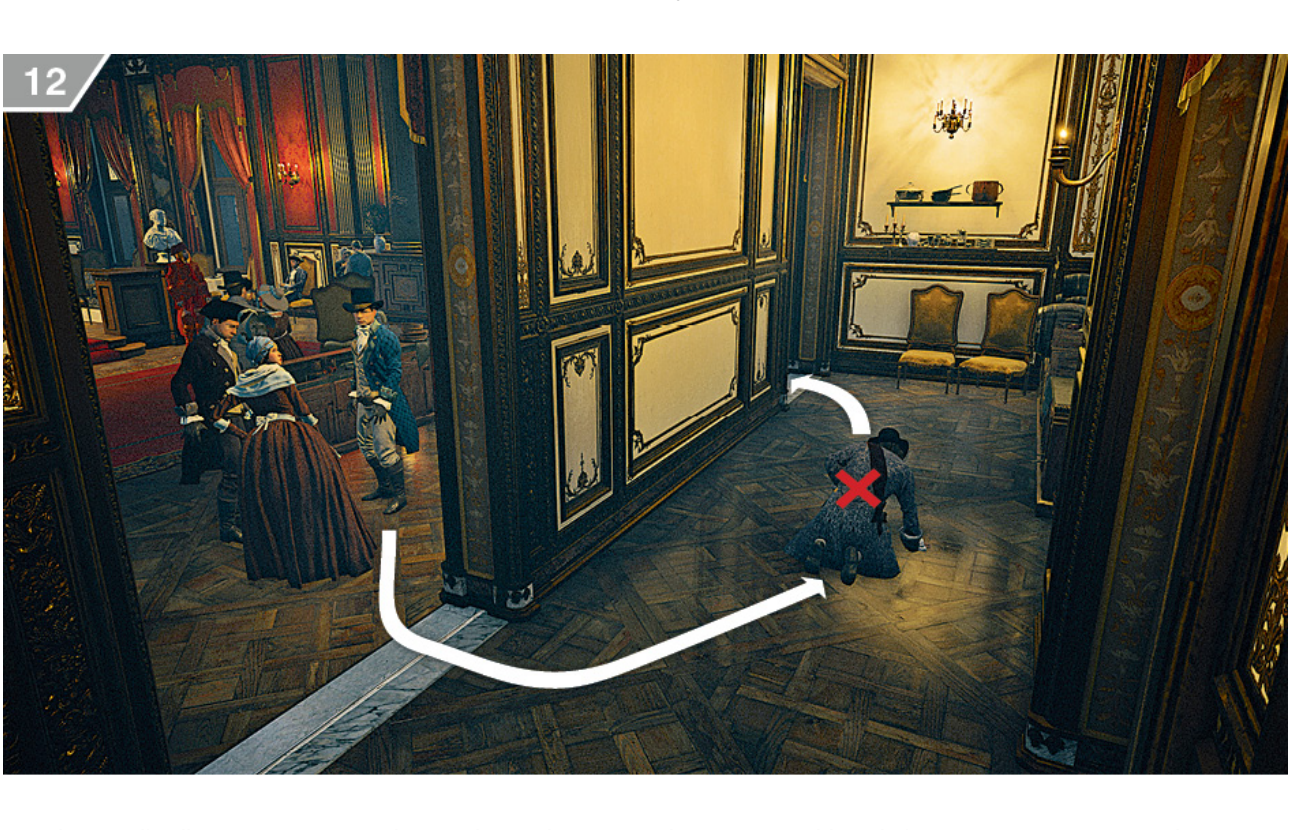
Once in the room above, Blend with the partygoers to reach the bar area, then quickly activate Stealth Mode and hide behind the bar before Arno is detected by the nearby guards. This is the most delicate part of the infiltration, so don’t rush.

11



Behind the bar, press ◎ / Ⓑ in front of the highlighted tray to place the poison wine. Once it has been delivered to Le Peletier, he will follow the route shown here to reach a small room just behind the bar.

12

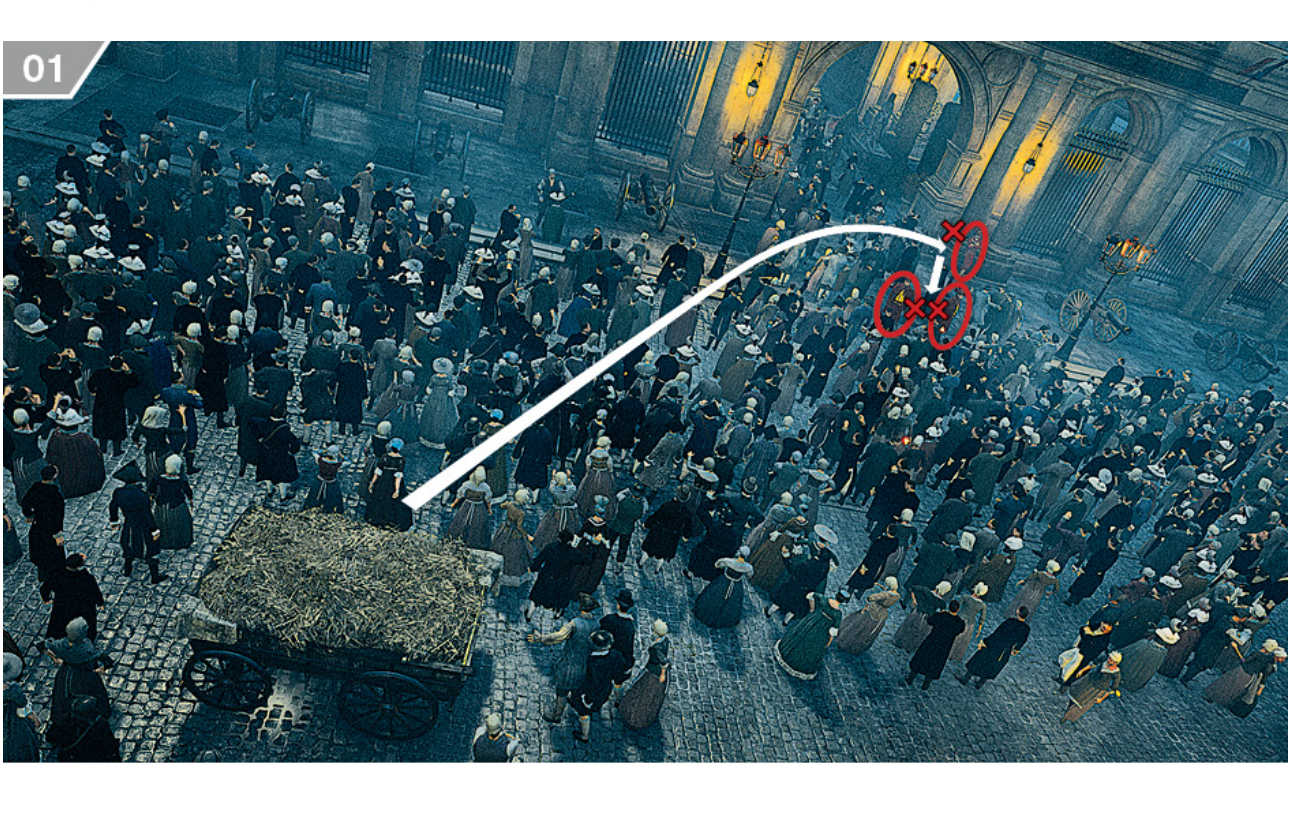


Le Peletier will collapse once out of sight. Sneak into the room and perform a Hidden Blade assassination to trigger the customary cinematic. When this ends, you can carefully retrace your steps to the window downstairs to leave the building. Once you exit the highlighted area (and leave any chasing Extremists in your wake if your departure was less subtle than you might have hoped), the Memory ends.

Memory 01/“A Dinner Engagement”

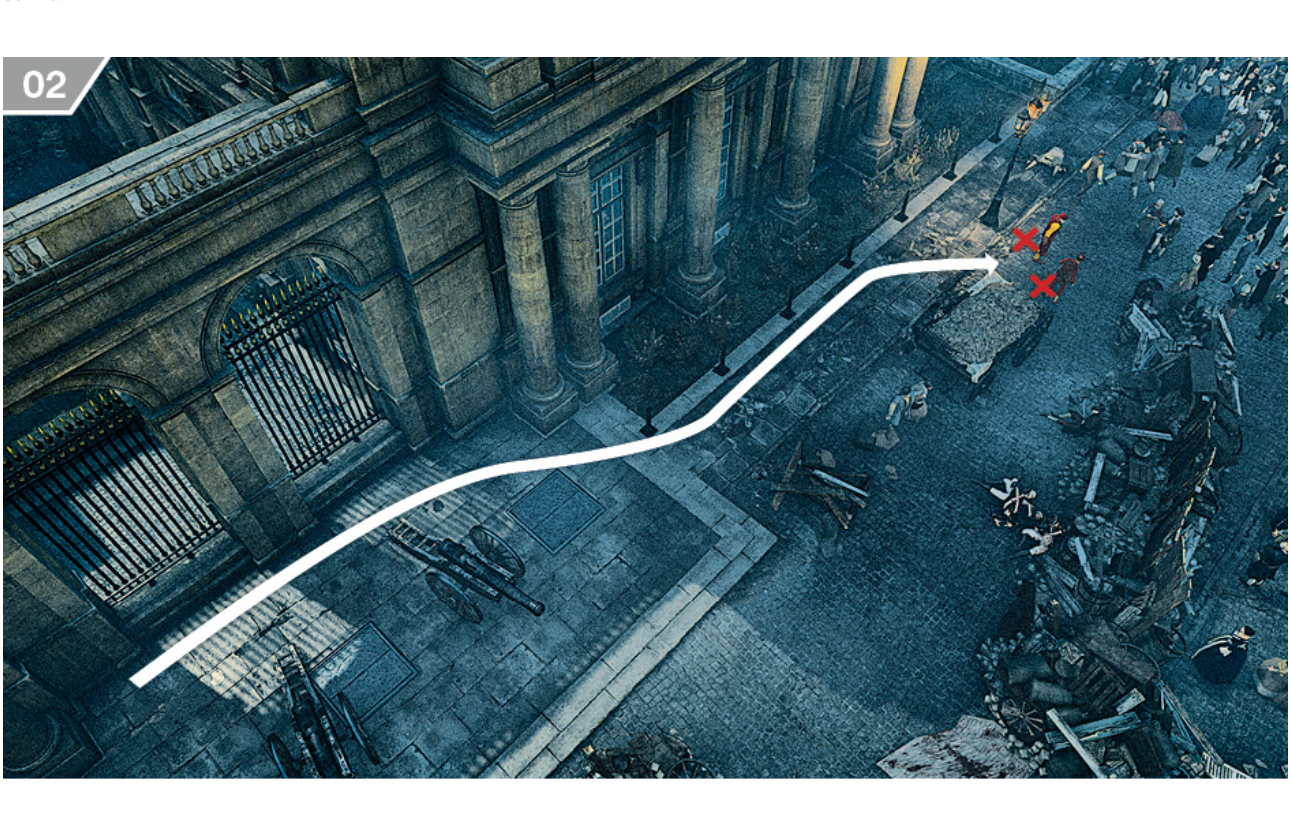
Bribery Assassination

01



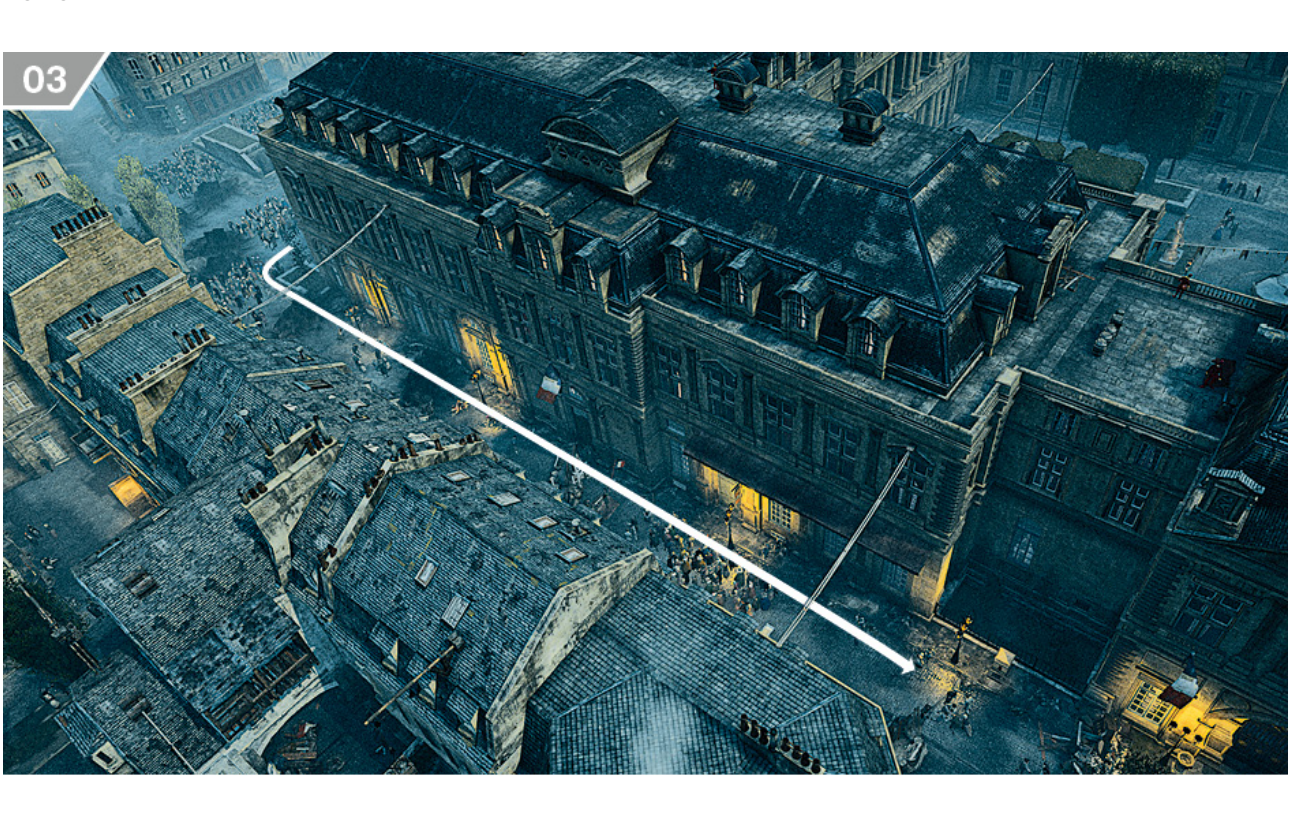
From Arno’s start position, perform a Leap of Faith into the hay cart below. This assassination opportunity is much faster than the method involving poison wine, but you will still need to take some time at the start to complete the mission’s Challenges; if you would prefer to skip them, jump to entry 04. Blending with the large crowd, approach the guard leaning against the wall in the back and eliminate him. You can now backtrack to the two Extremists. When you are right behind them, carefully move forward until both are surrounded by a highlight, indicating a double assassination opportunity, then press ◻ / Ⓧ to strike.

02



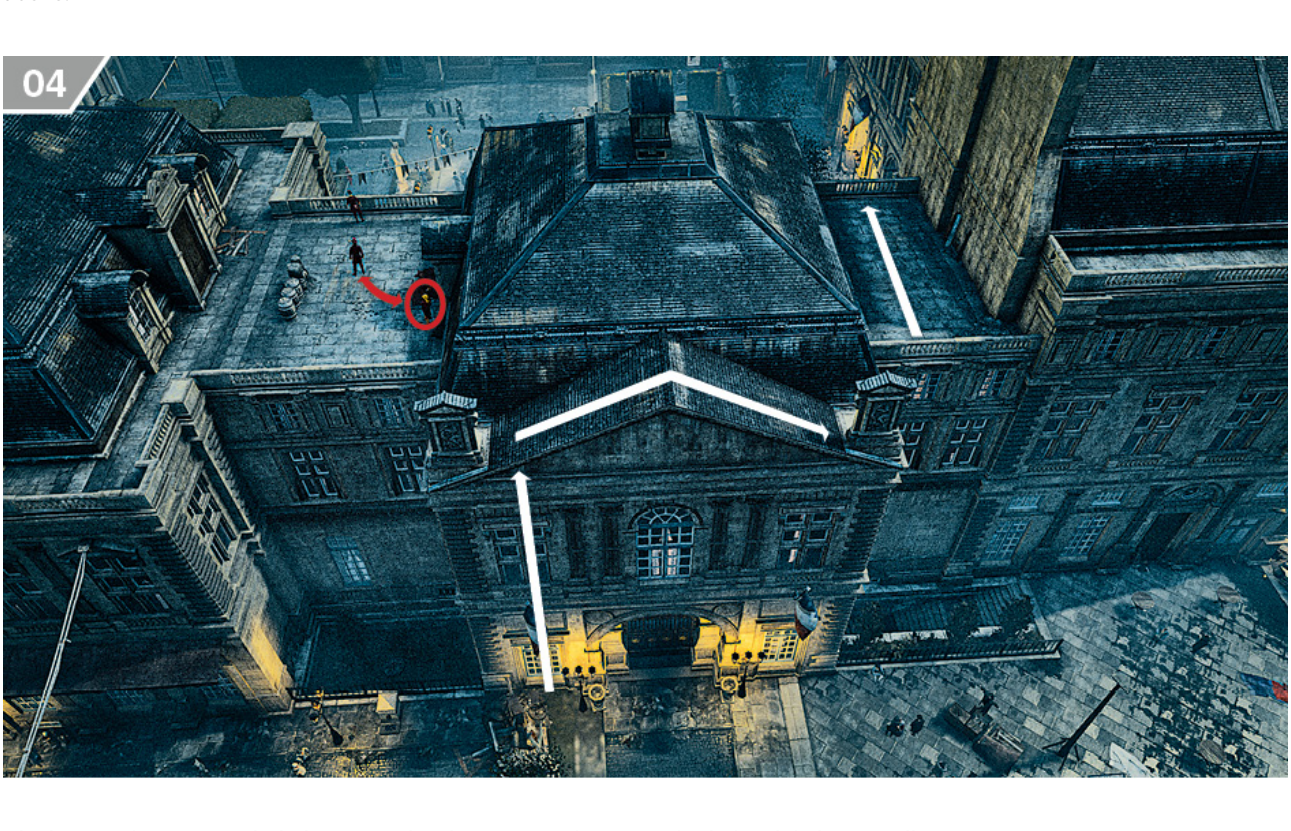
Perform your second double assassination (completing the first Challenge) by carefully sneaking up on the two Extremists by the hay cart to the east of your previous location. This may require some careful positioning to ensure that both targets are highlighted in red simultaneously.

03



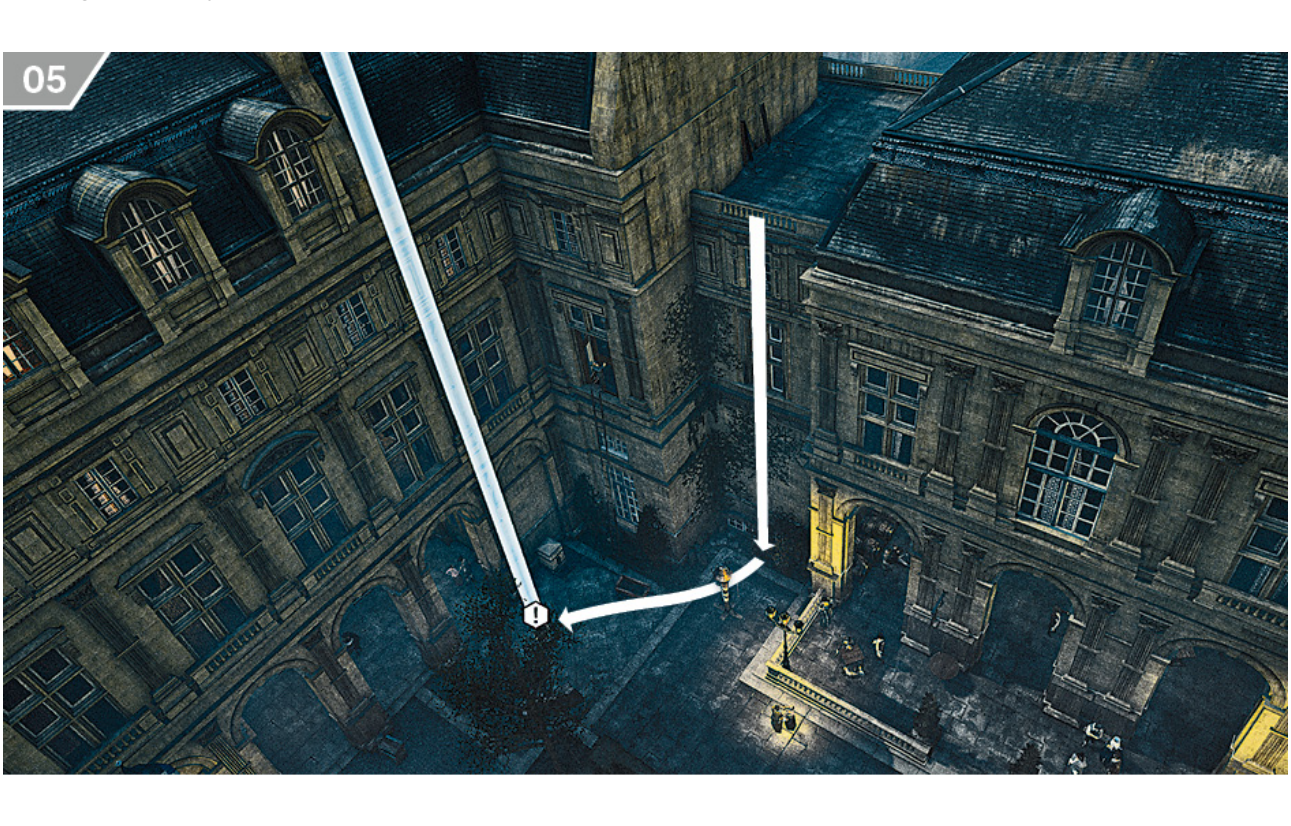
Run along the crowded street around the corner (heading approximately north) until you reach the position illustrated above.

04



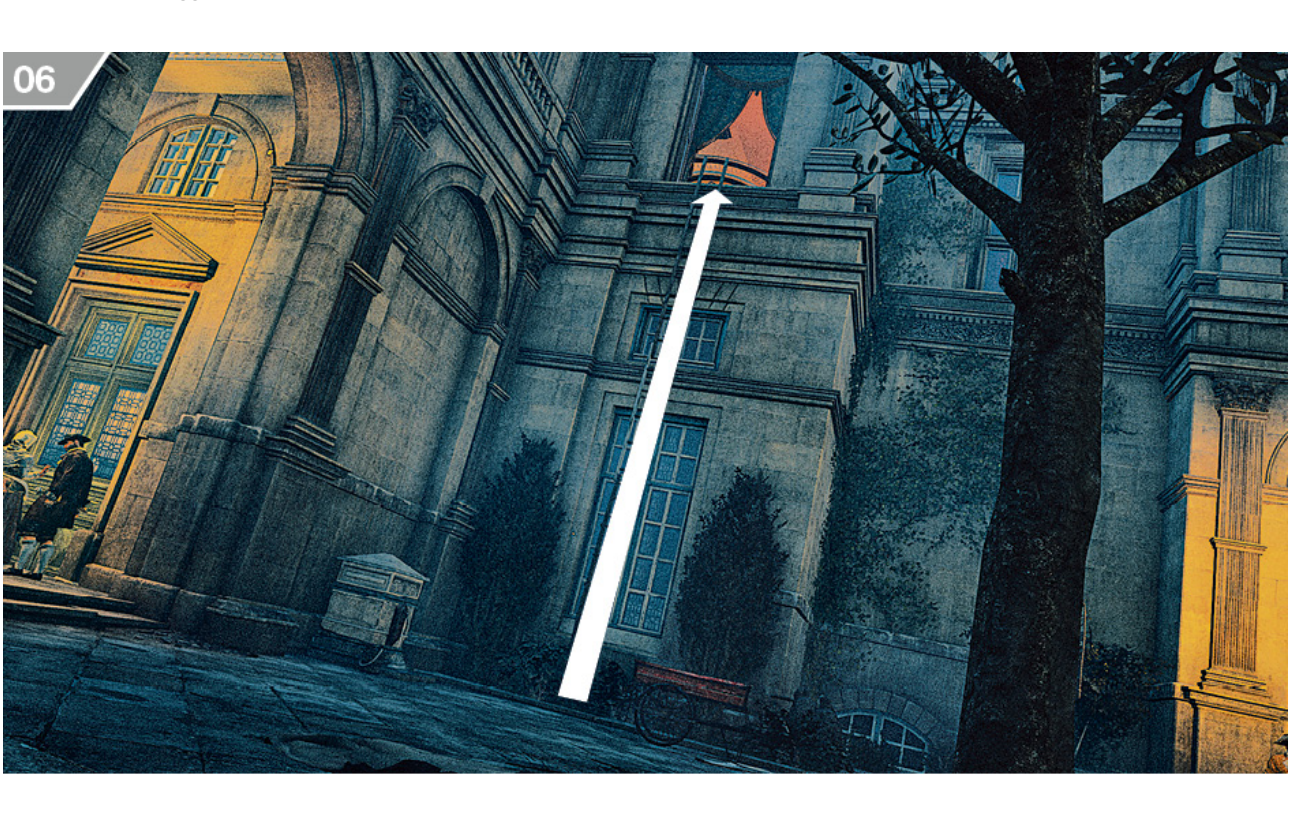
Climb up and, from a secluded position, hit the Brute with a Berserk Blade while his patrolling companion is facing away. You can then follow the arrows shown here to reach a position above the servant who Arno will bribe. If you have skipped the Challenges, you can just climb to the rooftop and bypass the Extremists entirely.

05



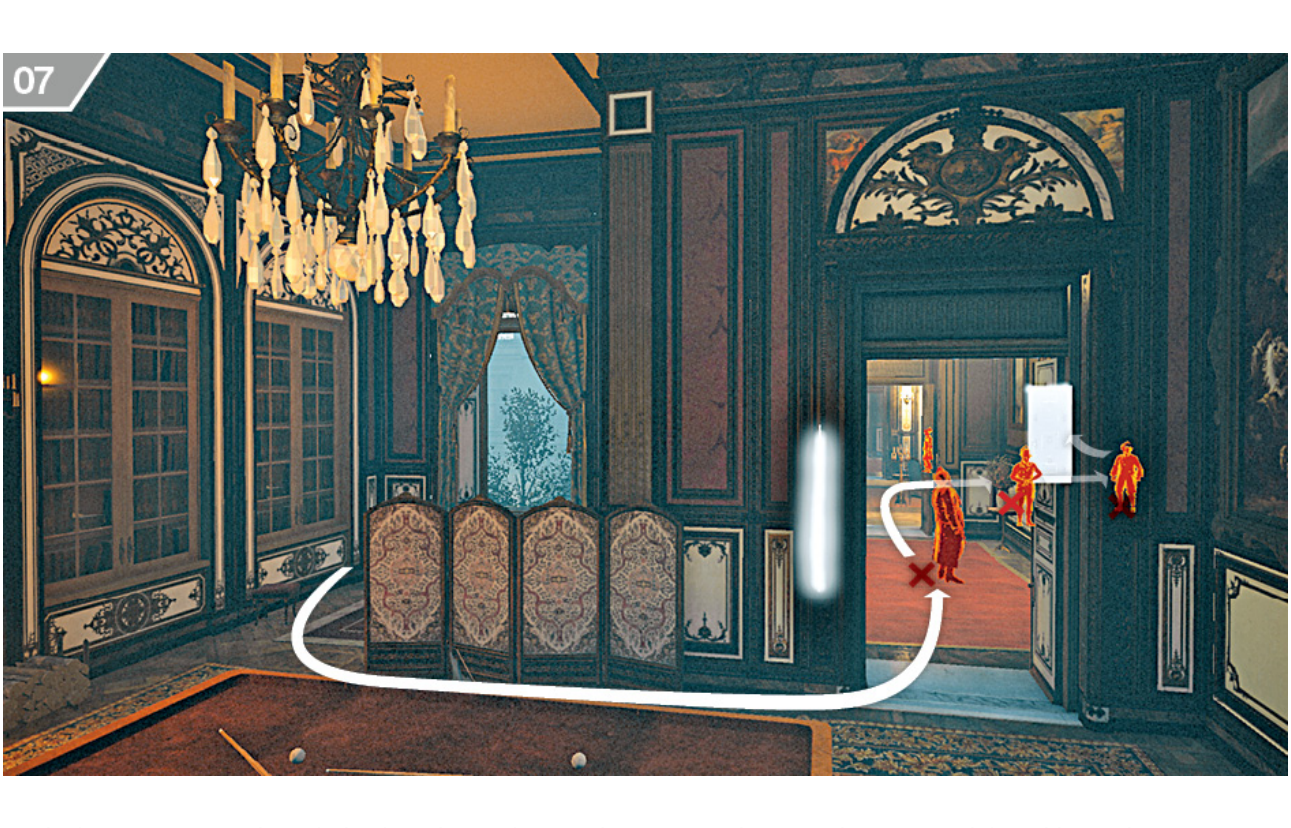
Climb down and interact with the highlighted woman; when the prompt appears, press ◎ / Ⓑ to pay the required 4,000 ₣ bribe. This will trigger a brief cutscene.

06



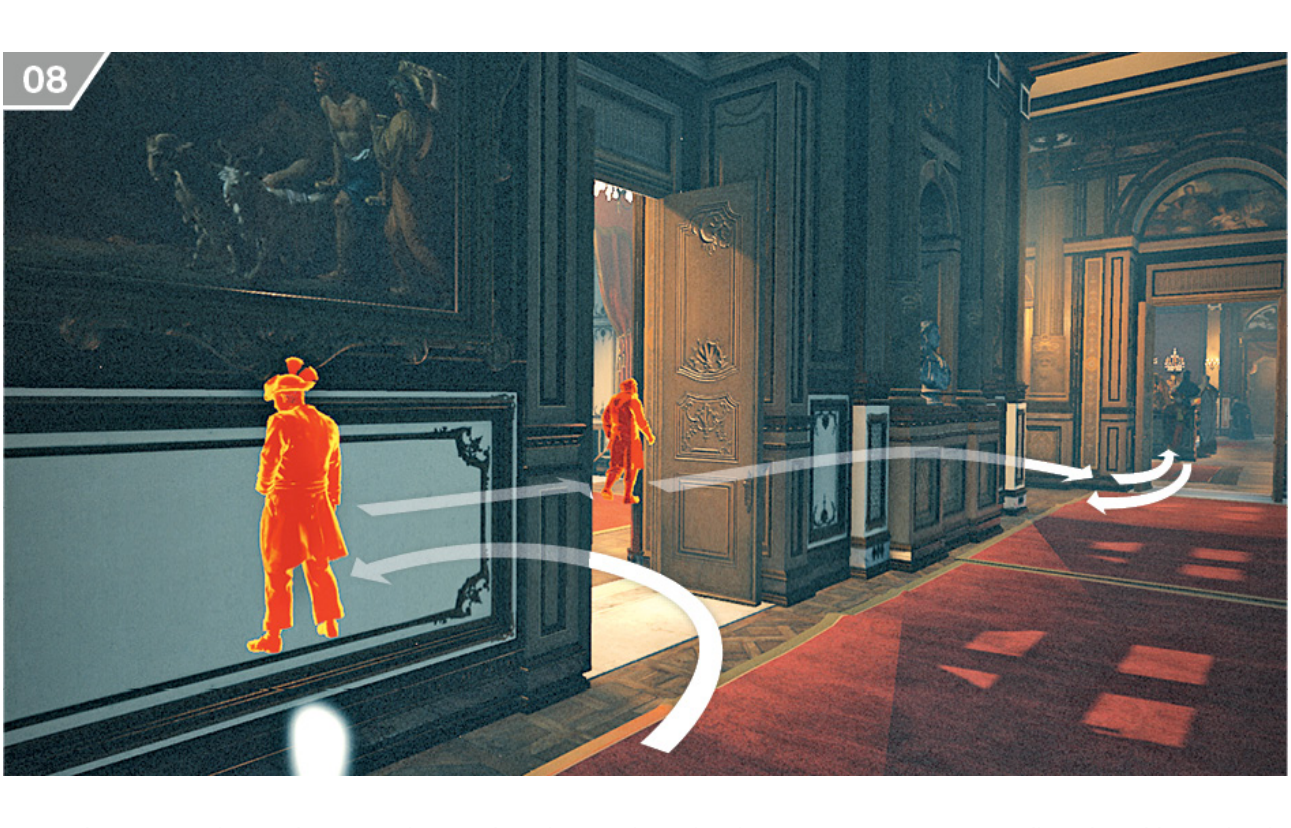
When play resumes, climb the ladder close to your position and clamber through the window to reach Le Peletier’s private quarters.

07



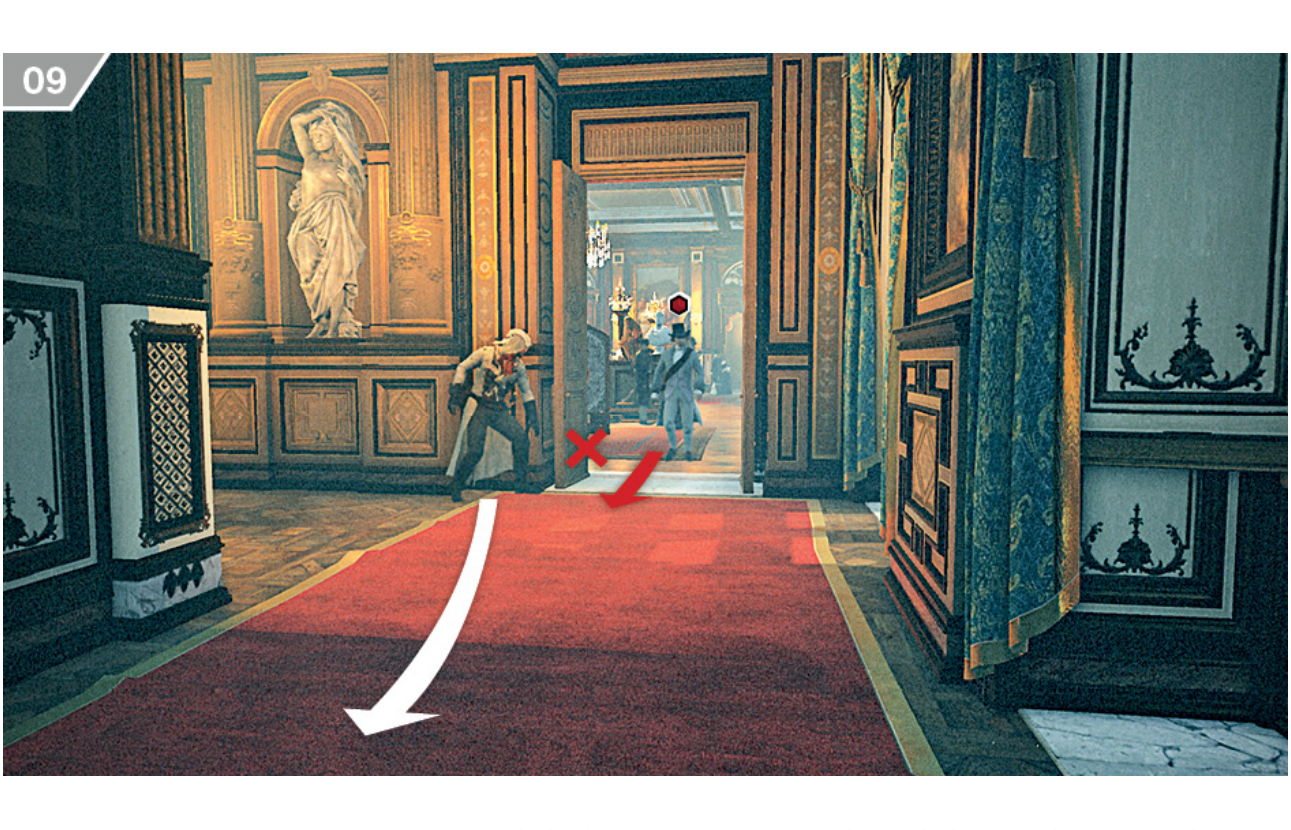
Inside the first room, go through the door shown above and assassinate the Defender. Wait until the soldier in the next room turns away, then activate Stealth Mode and quickly stab both the Seeker and the soldier in turn. You can now lockpick the nearby door.

08



Use Eagle Vision to identify the Brute who patrols in the corridor. When he moves away from you, walk to the soldier and stab him, then repeat this with the Brute. You can now approach the room where Le Peletier is sitting, as shown above. Ensure that the patrolling Seeker is not looking your way, then briefly step in the room to trigger a discussion between Le Peletier and a waiter. The moment this happens, immediately step back to cover.

09



You can now wait for Le Peletier to come to you, which takes a few minutes. When he finally does, take him down with a cover kill. After the cinematic interlude ends, retrace your steps back to the study and jump through one of the nearby windows to land on a canopy outside. Turn to the left and look at the Extremists below. To complete the second Challenge, identify the Brute and hit him with a Berserk Blade. You can then leave the highlighted area to end the Memory.

Memory 02/“The Execution”

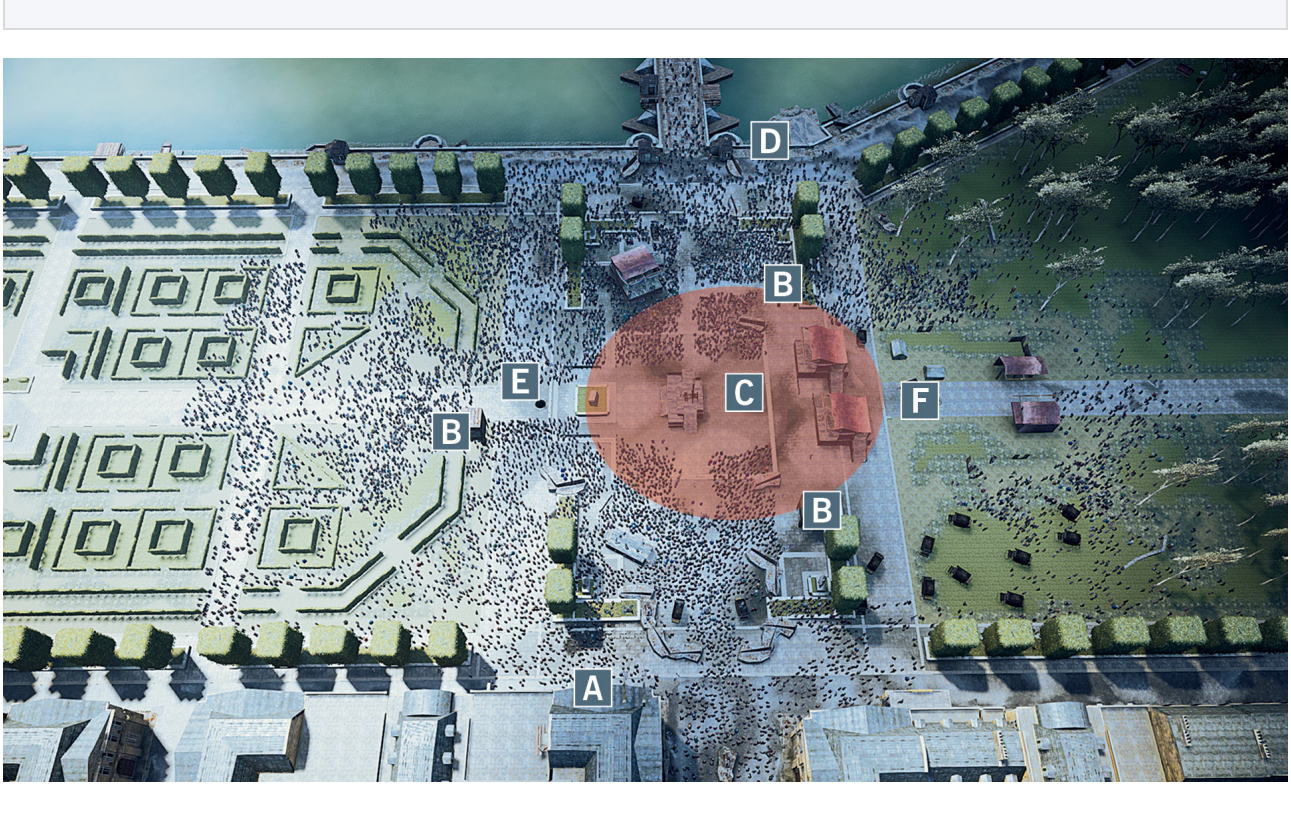
Mission Overview

Challenges

- Kill two snipers: see 01.
- Stun five enemies: see 06.

Notes & Further Reading

- **Important:** The first half of this Memory is a locate-and-infiltrate exercise that is much more enjoyable if you attempt it yourself without assistance on a first playthrough. This way, you can relish the spectacle of the huge crowds, soak in the atmosphere and solve the mystery of how to approach the Templar Grand Master. Once you know where Germain is, it can take less than a minute to reach him via the most direct route, and little more than a few minutes if you also complete the opening Challenge.
- Pack as many Stun Bombs as Arno can carry before you begin, and ideally select equipment that increases his capacity: you will need them to complete the second Challenge.



A Arno’s starting position.

B The three wooden watchtowers each have a sniper stationed on them. You must kill two of these marksmen to complete the Memory’s first Challenge.

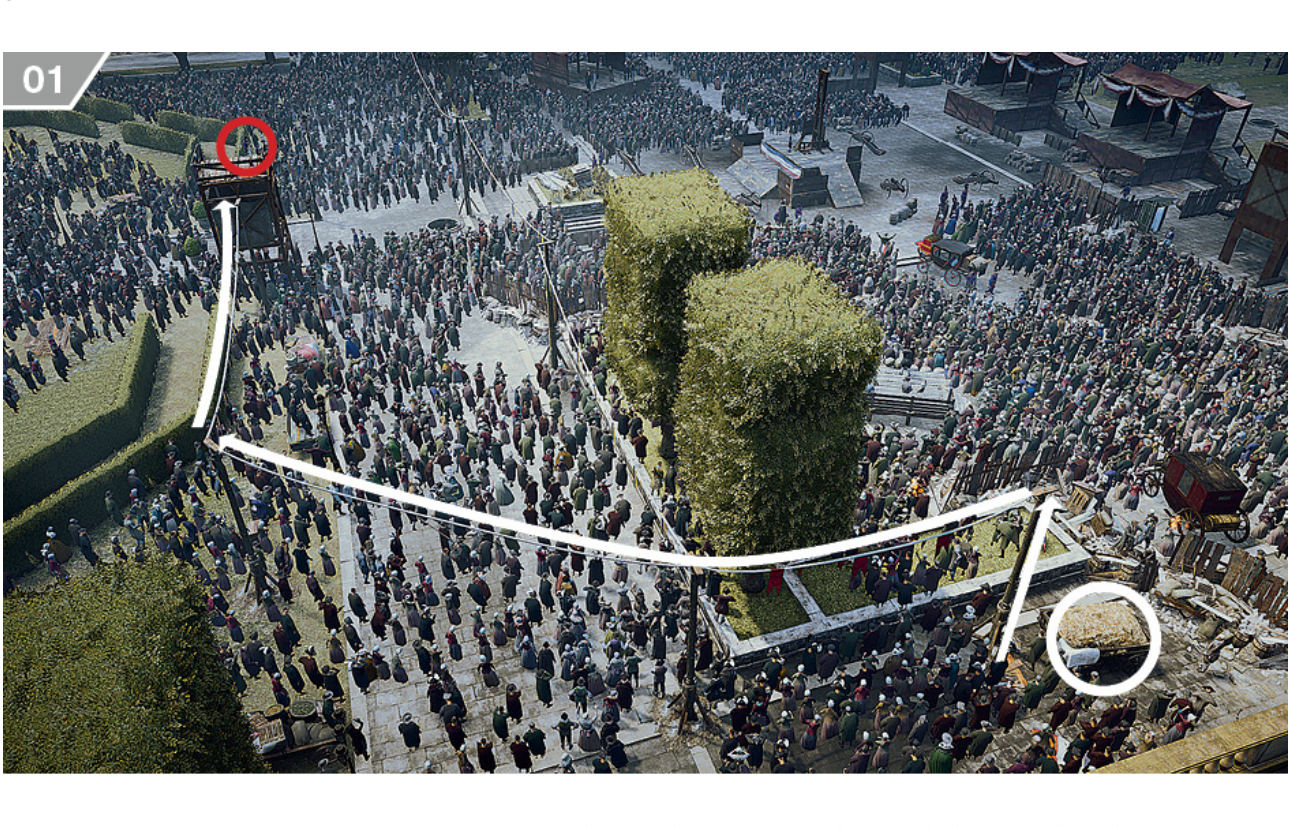
C The Restricted Area where Germain can be found is populated by numerous guards (highlighted in blue in Eagle Vision). They will attack Arno if he trespasses.

D There is a sewer entrance by the river bank that provides access to the ladders leading to positions **E** and **F**.

E This sewer entrance leads to **D** by the riverside and **F** close to the stands.

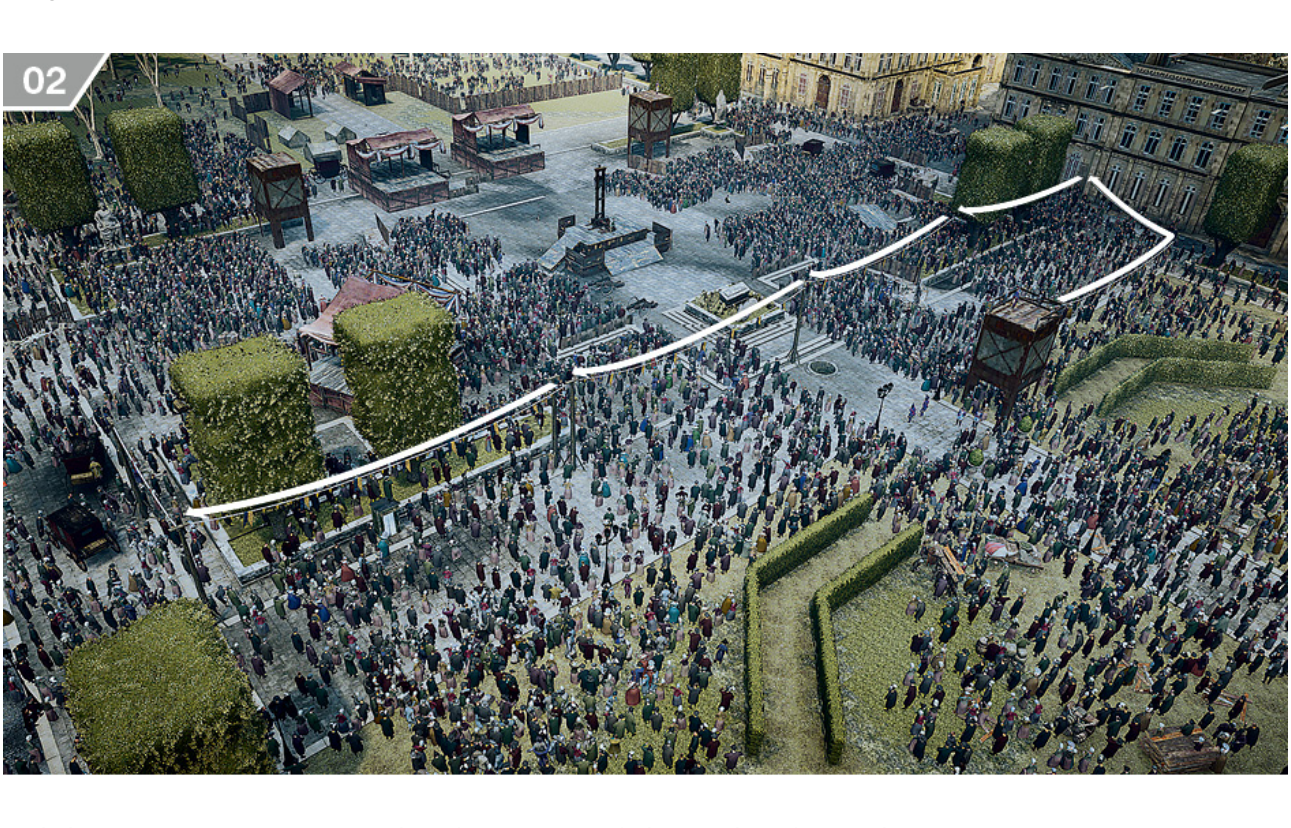
F This sewer entrance lies at the end of the linear underground tunnel. It places Arno very close to Germain, but with many guards around him.

01



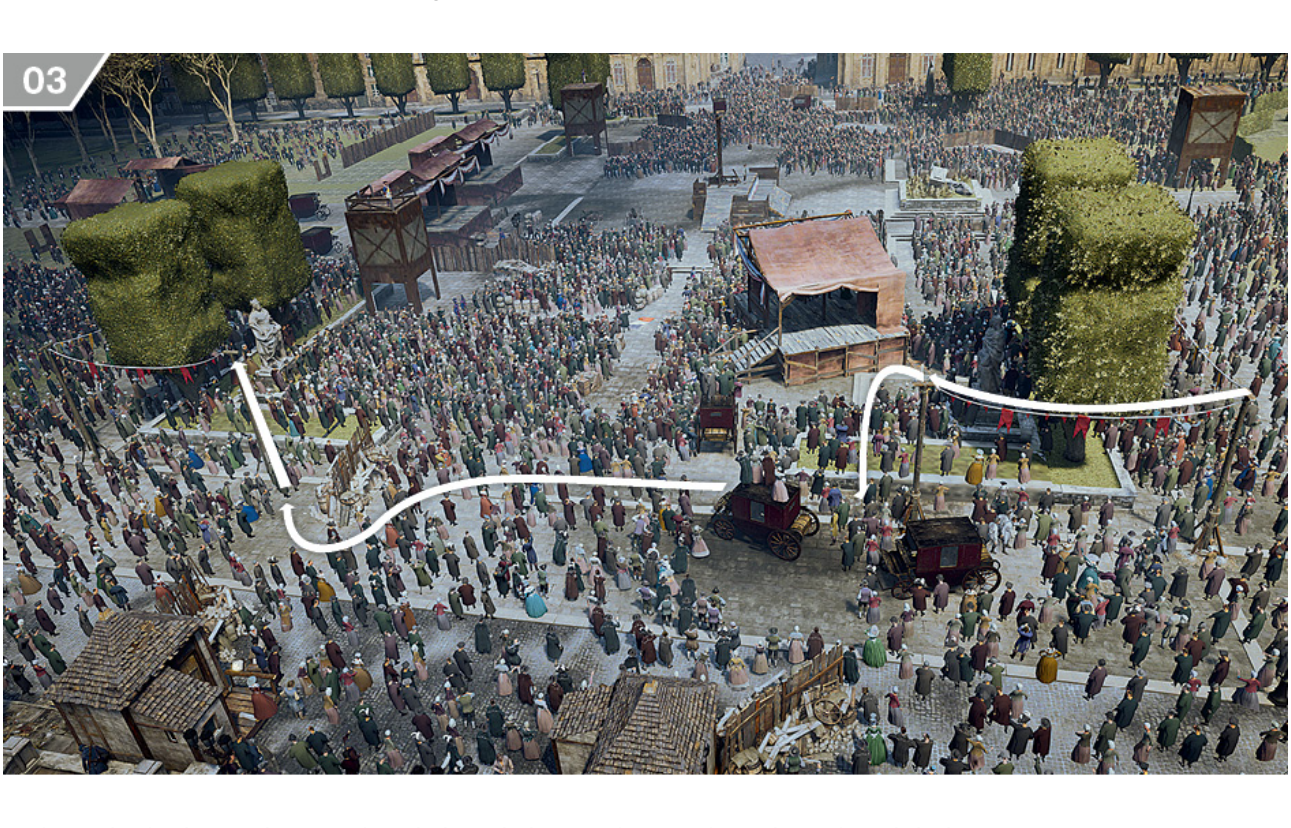
From your start position, perform a Leap of Faith into the hay cart below. You should then climb the nearby pole. Running along the ropes, approach the first watchtower and kill the sniper stationed on it.

02



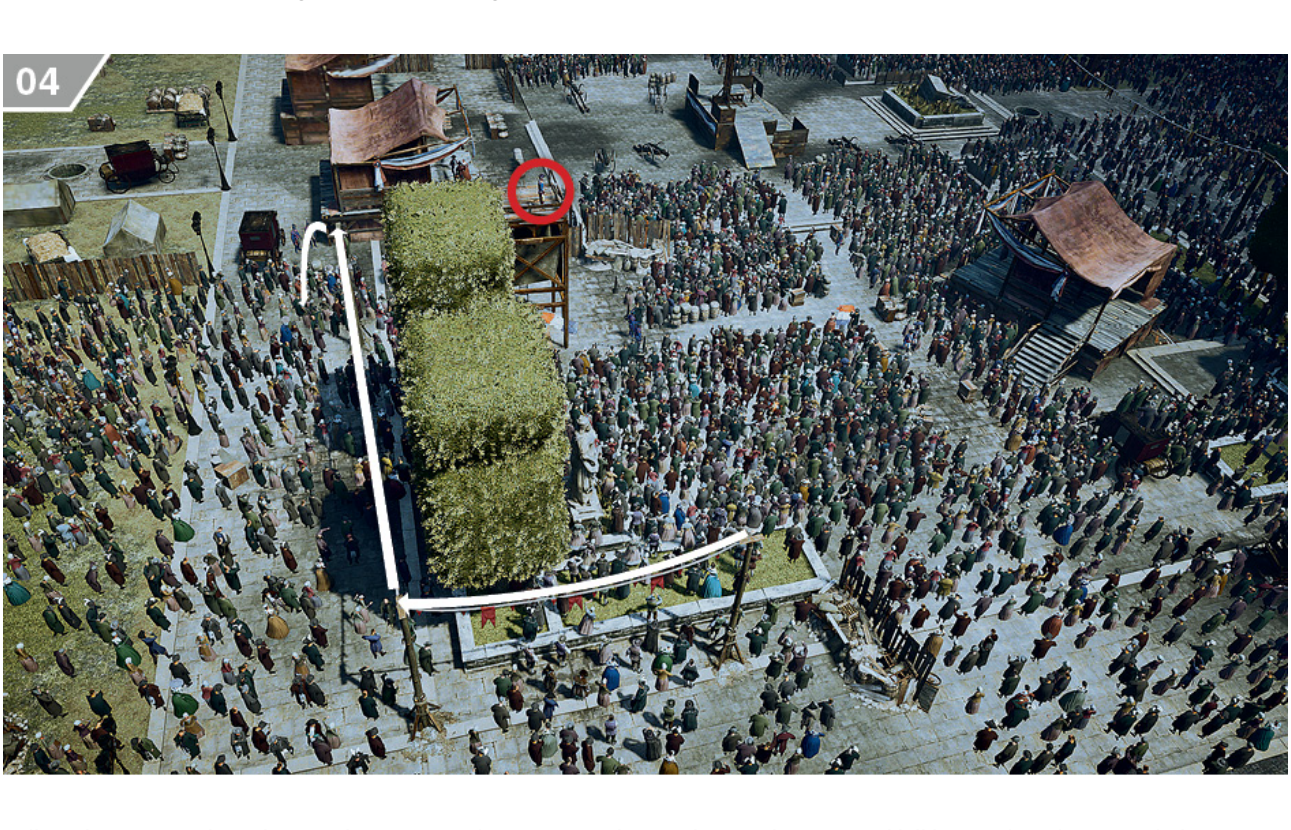
With the route now safe to cross, run along the ropes to reach the far side of the crowd.

03



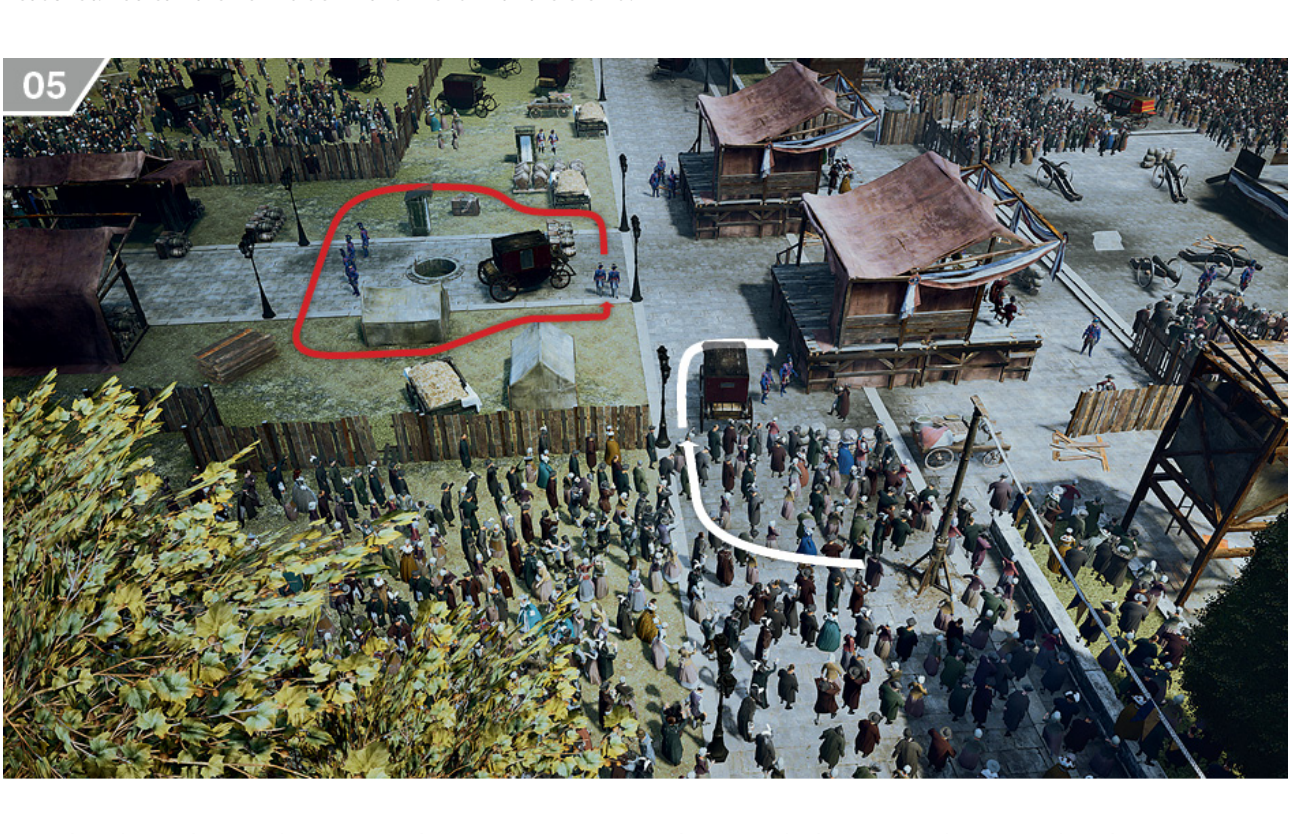
At the final pole, drop to the ground. Push through the crowds to reach another pole and climb up.

04



Follow the rope until you have a clear view of the sniper on the nearby watchtower, and kill him with a Phantom Blade headshot. You can then climb down and Blend with the crowd.

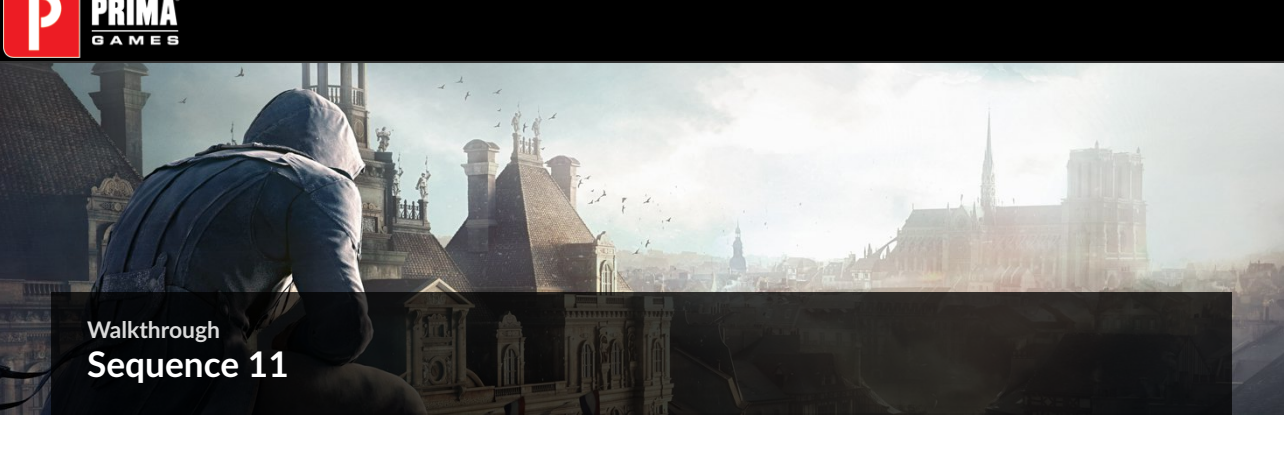
05



From the edge of the crowd, activate Eagle Vision to scan for patrols just inside the Restricted Area… and to identify Germain in the stand to your right. Before you continue, equip Stun Bombs in preparation. When the coast is clear, approach the back of his position to trigger a cinematic.

06

Be ready to fight as soon as the cinematic ends. Your priority during this final, combat-oriented section of the Memory is to assist Élise and follow her lead: whenever she moves, you should follow immediately. There are broadly three preset confrontations: the opening fight, another when you reach the main street, and a third not long afterwards. Unless Élise stops to fight, you should ignore all other Extremists that you pass. Stunning five opponents to complete the second Challenge won’t be difficult: employ Stun Bombs to disorient targets (or offer aid to Élise if she is surrounded) during the main fights, then switch to Smoke Bombs when you run out. After the third fight, follow Élise until the closing cinematic begins.



Memory 01/"Bottom Of The Barrel"

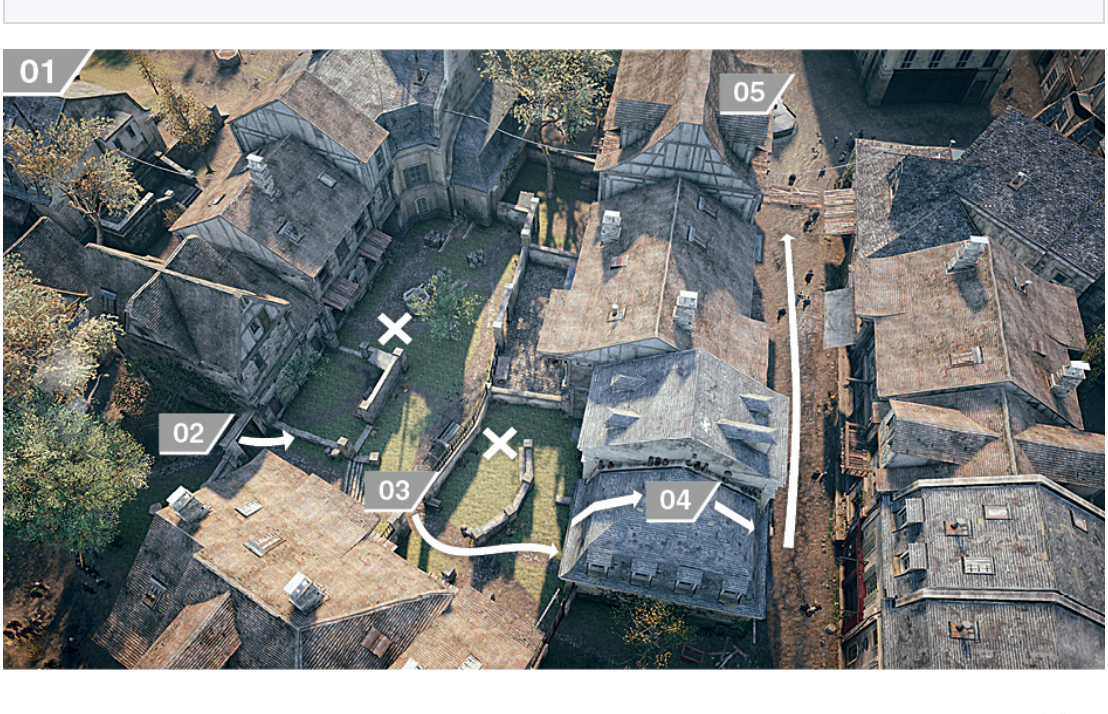
Mission Overview

Challenges

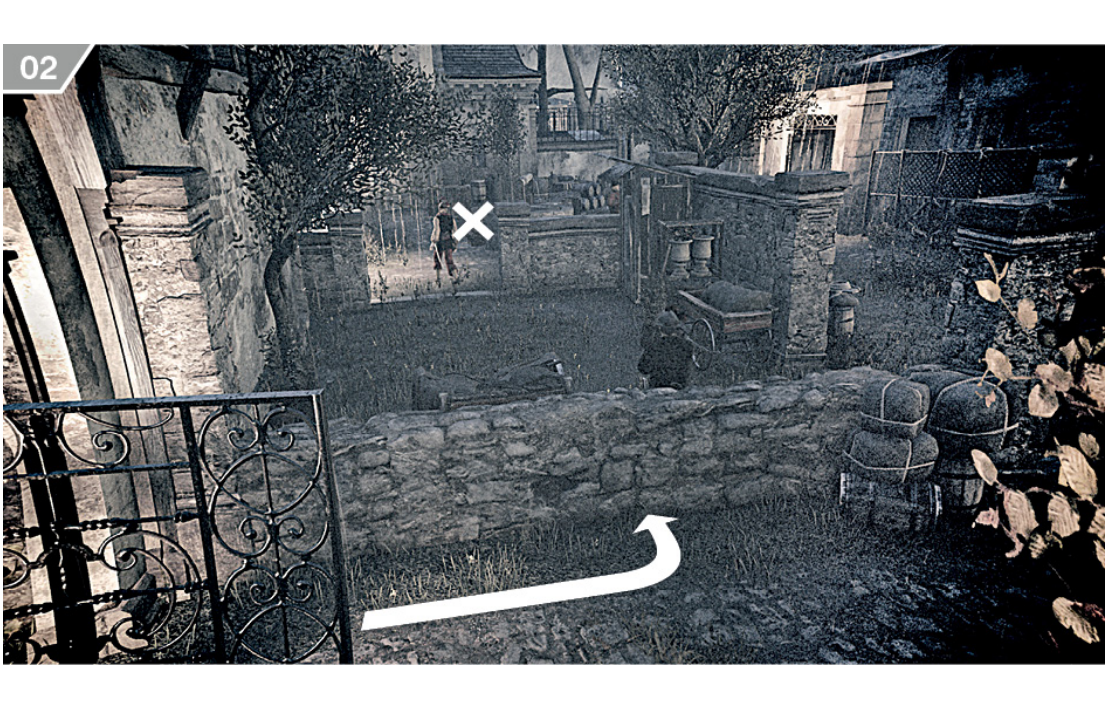
- Four Cherry Bomb lures: see 02 .
- Two Poison Gas kills: see 09 .

Notes & Further Reading

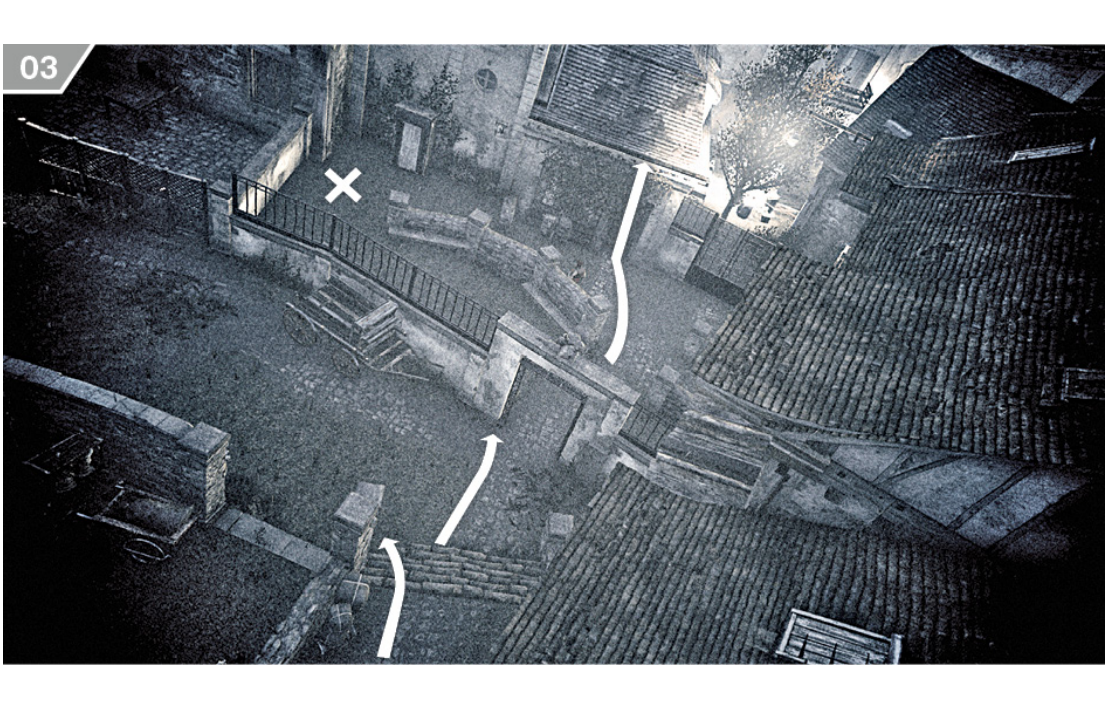
- This Memory is started at the Brotherhood Sanctuary, but takes place in Versailles.
- Though Arno wears different attire in this Memory, his core attributes are unaffected: he still has the same stats and capabilities conferred by your chosen equipment.



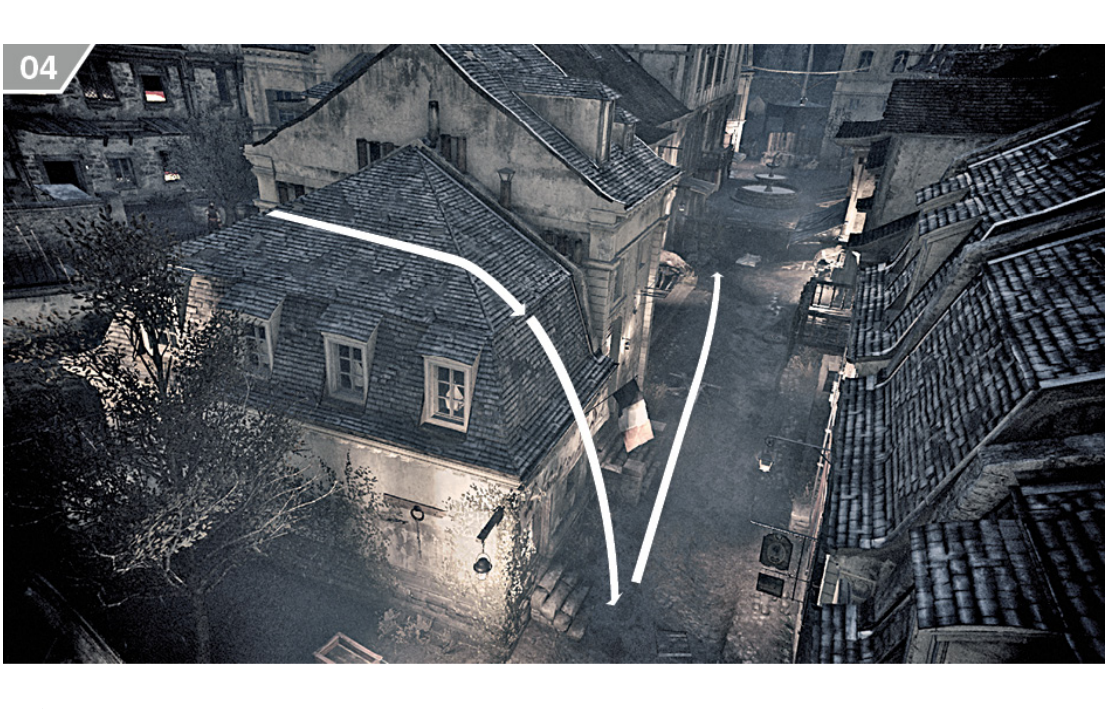
This map shows an overview of an easy route for the inebriated Arno to follow in order to reach the waypoint. The two "X" marks indicate ideal positions to throw Cherry Bombs to complete the first Challenge and draw potential hostiles away from Arno's path. The numbers correspond to the next four steps of this walkthrough.



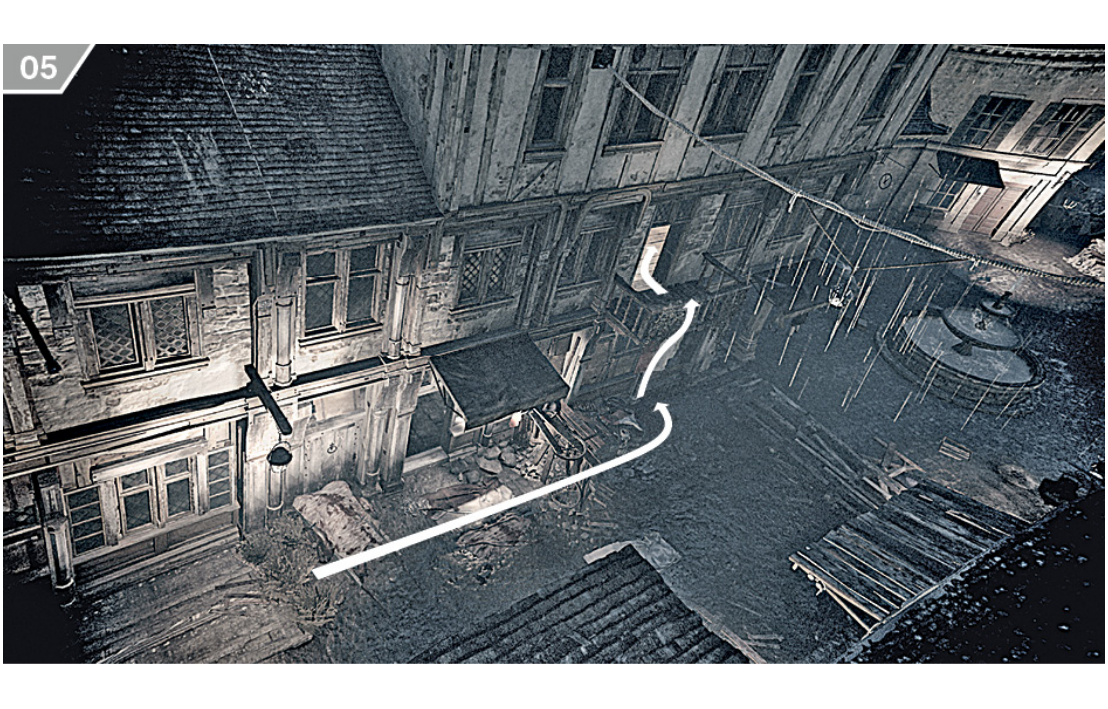
From your start position, go through the gate and take cover behind the low wall. Throw a Cherry Bomb at the approximate position shown here to cause all guards in the vicinity to turn away and investigate. Given the number of enemies in the area, this may satisfy the Challenge requirements immediately.



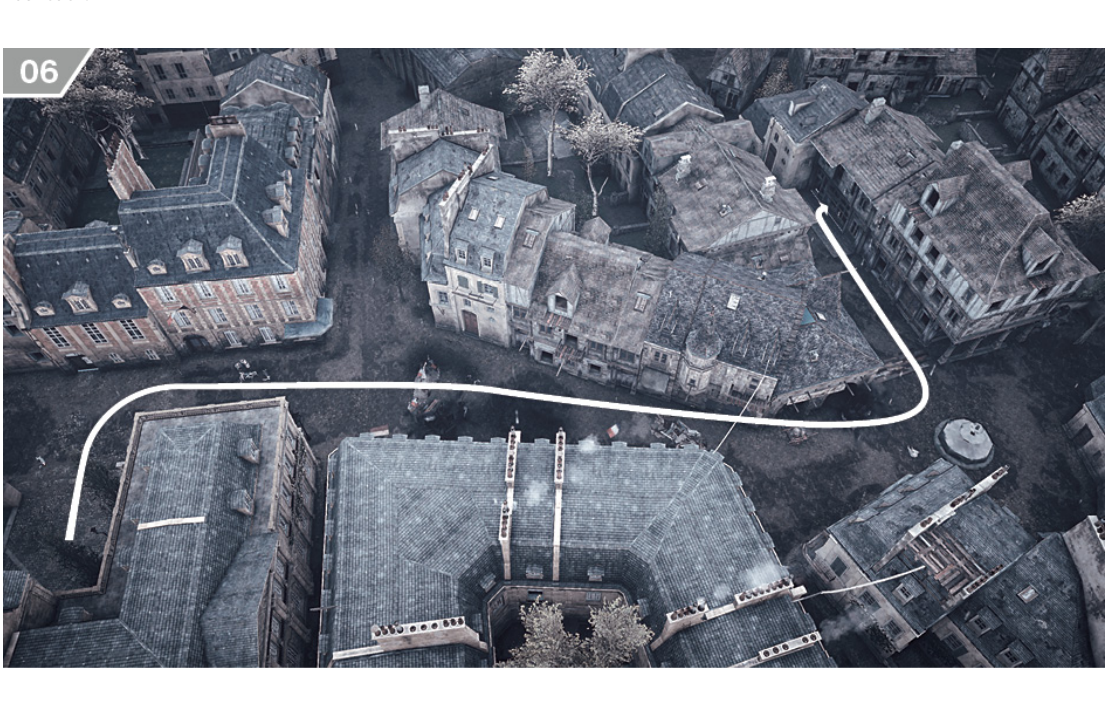
Move to the end of the wall and use Eagle Vision to identify a patrolling guard behind the next wall. If required, you can throw another Cherry Bomb at the marked spot to occupy him for a few seconds. When he is facing away, sprint through the opening and climb onto the low roof, then move out of sight.



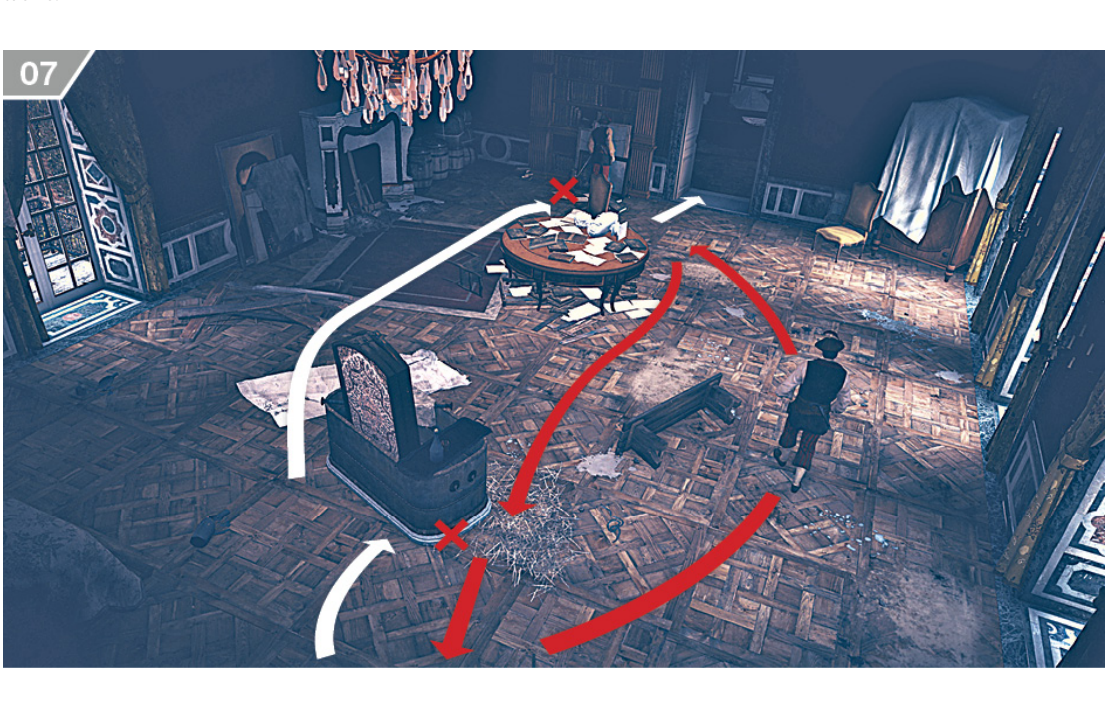
Don't climb onto the upper roof: there is a sniper stationed there. Instead, drop down onto the street on the opposite side and run in the direction of the waypoint marker.



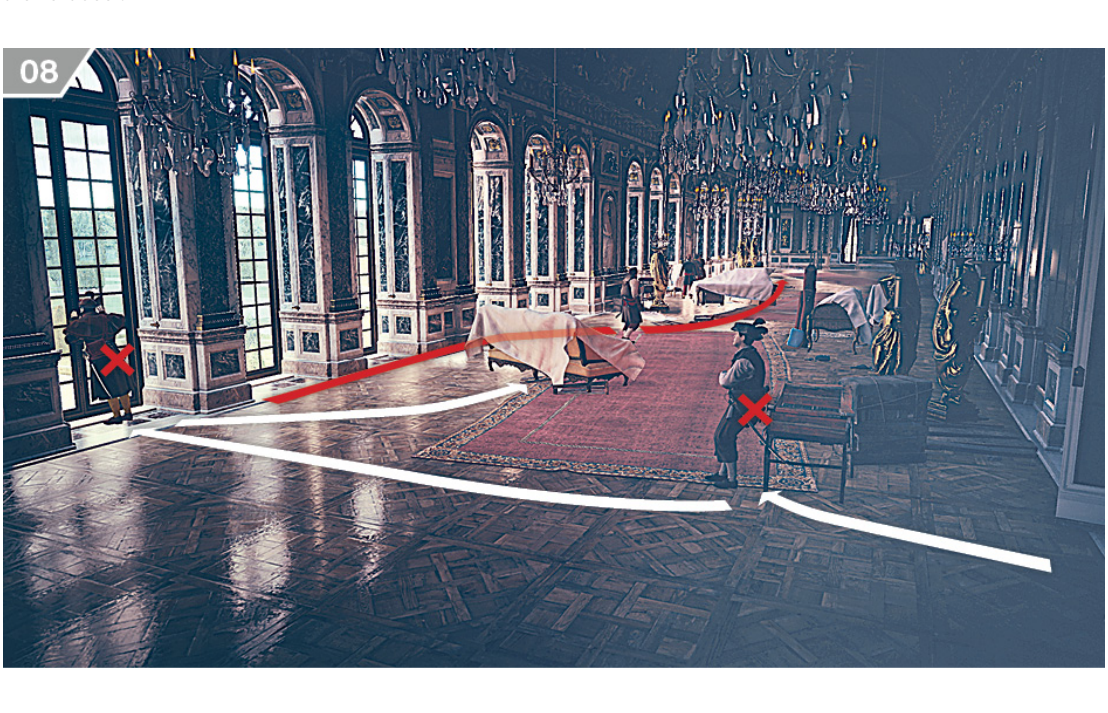
There are enemies inside the building, so be careful in how you approach it. Move to the position illustrated above and climb onto the balcony. From there, go through the open door and turn right to find Arno's prize. Hold ◎ / Ⓑ to end the flashback.



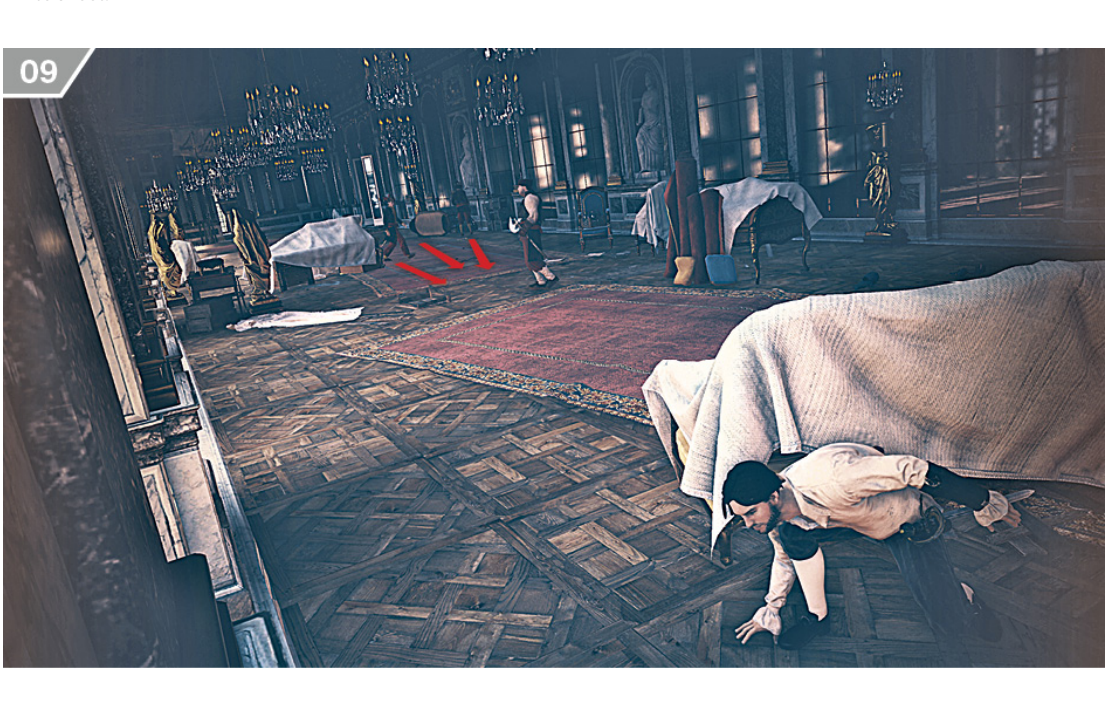
When play resumes, travel to the waypoint and enter the building, as shown above. After the cutscene, Arno will recollect a new event from the previous evening. The fight that occurs here ends when Arno sustains a relatively small level of damage, but there is no penalty for this (though expert players will want to knock down at least a few assailants for the sake of pride). A brief chase ensues. Sprint after the marked individual until Arno moves within suitable range, then press ◎ / Ⓑ to perform a tackle.



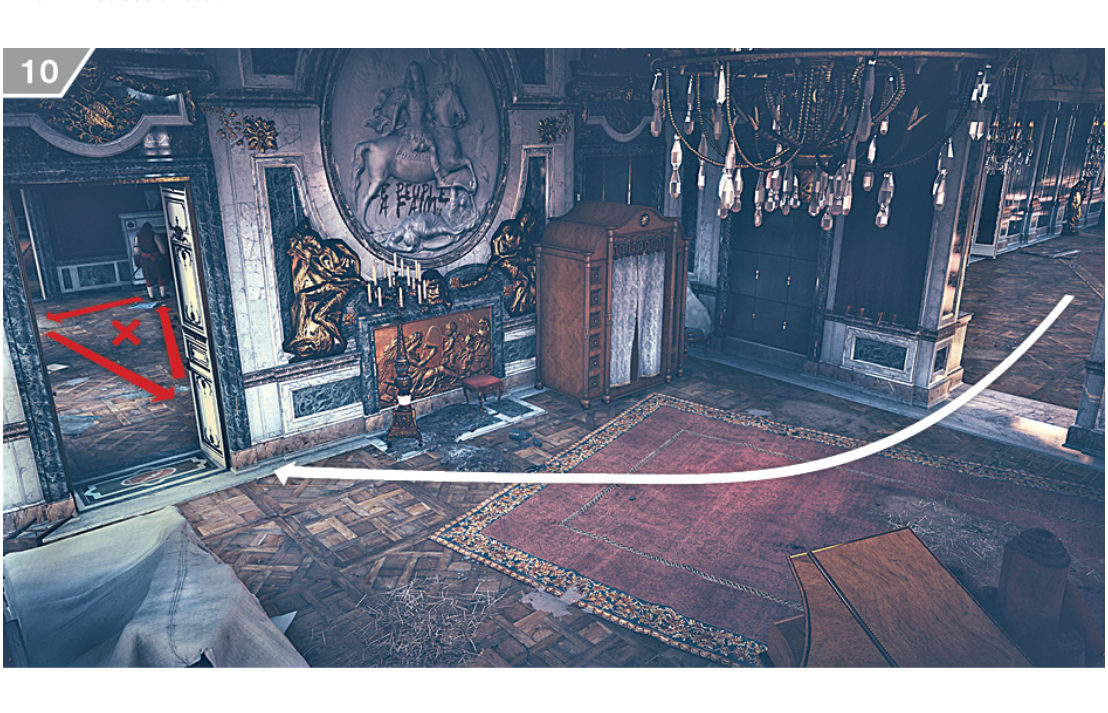
When you begin in the palace, lock into cover on the left-hand side of the door directly ahead. In the next room, one Extremist faces away while a second prowls the area, and will eventually approach Arno. You can speed things up a little by rushing into cover as shown above, then dispatching the patrolling enemy when he passes. Eliminate the other Extremist, then go through the next door.



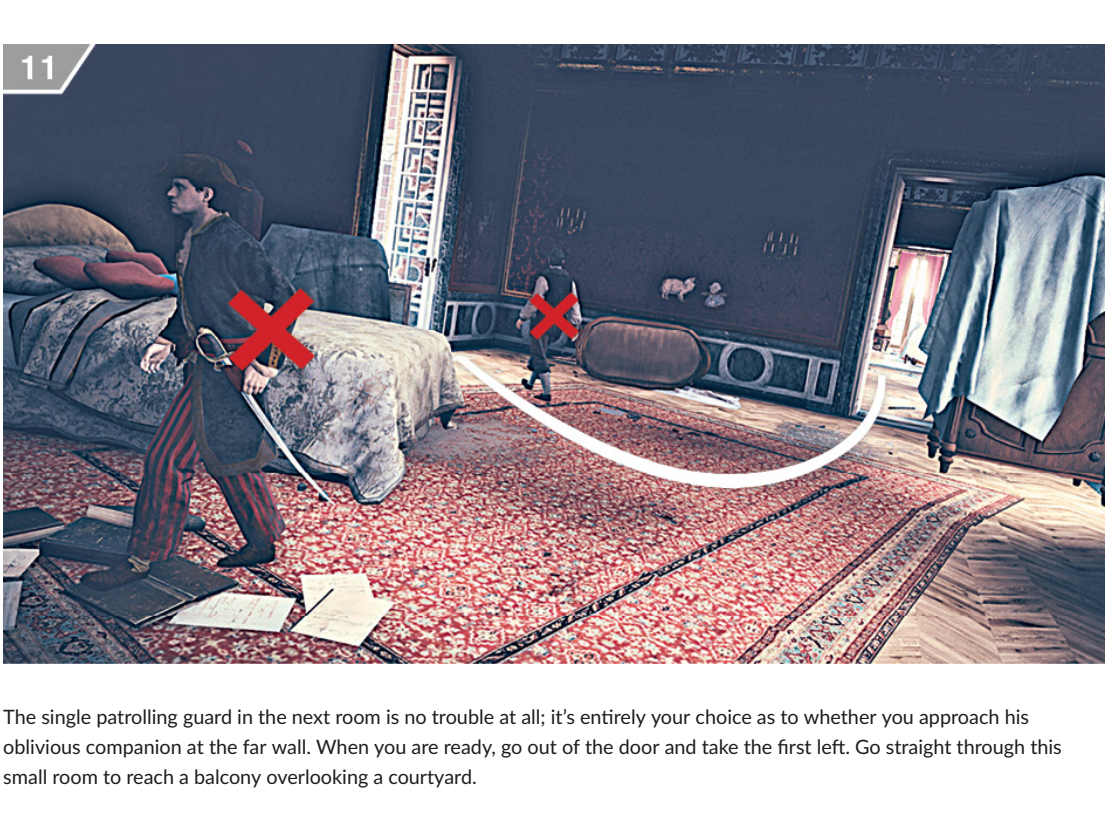
Stand at the next doorway and watch the Extremists on the other side. Wait until the Brute walks into the distance, then sneak in and quietly eliminate the two enemies facing away from Arno. You should then take cover behind the couch covered by a white sheet.



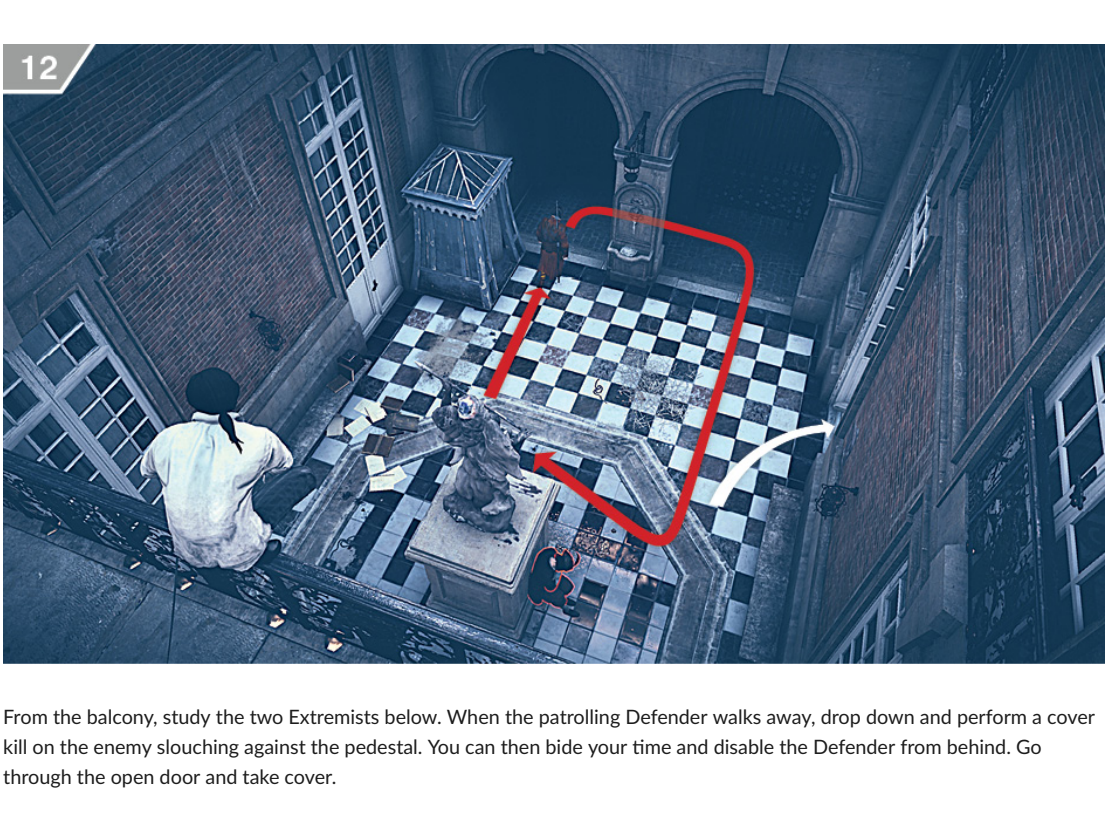
From your position, hit the Brute with a Berserk Blade. When he attacks his cohorts, a pitched battle will ensue involving all Extremists in the room. This is your cue to throw Poison Gas Bombs at the heart of the melee – though it's best to wait for the effects of each device to wear off before you toss another one. This will complete the second Challenge; any survivors can be picked off with the Phantom Blades. Before you move on, be sure to loot the bodies: you may find another Poison Gas Bomb, which will be useful later.



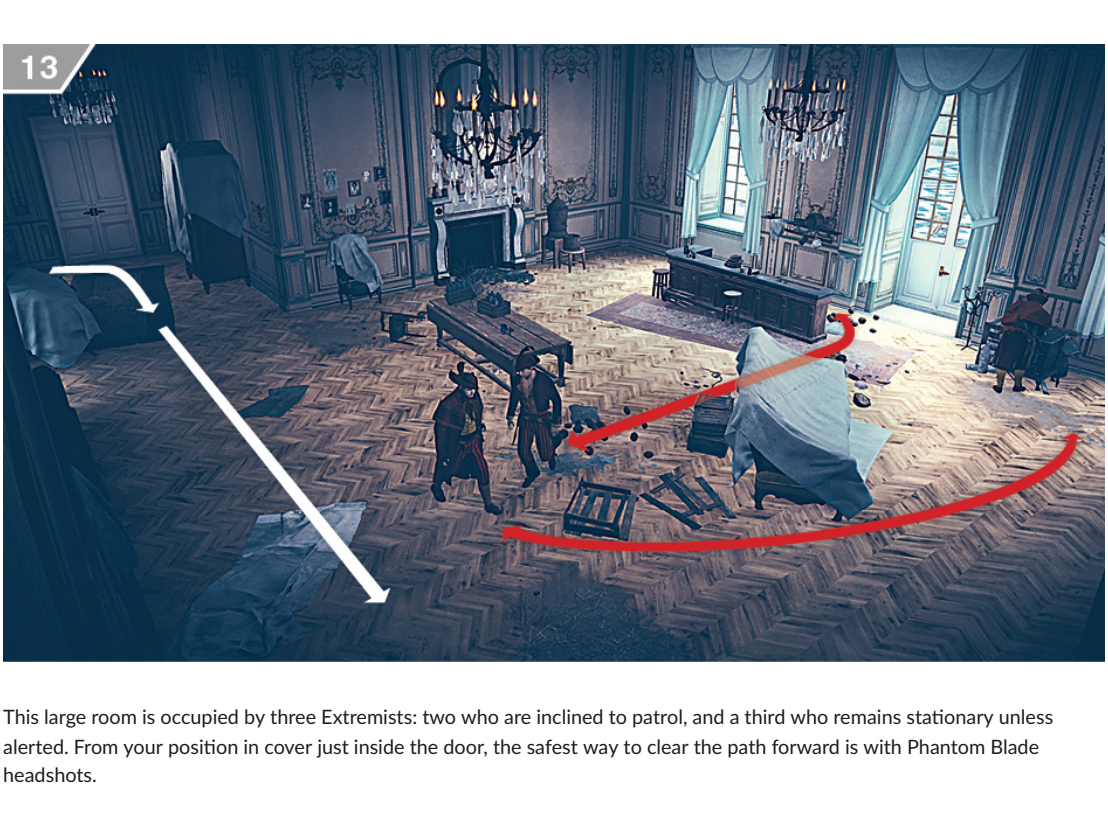
Go through the door at the very end of the huge room, then approach the door to your right. Quietly kill the Brute and, once again, loot his corpse for a chance to replenish your Poison Gas Bomb supply.



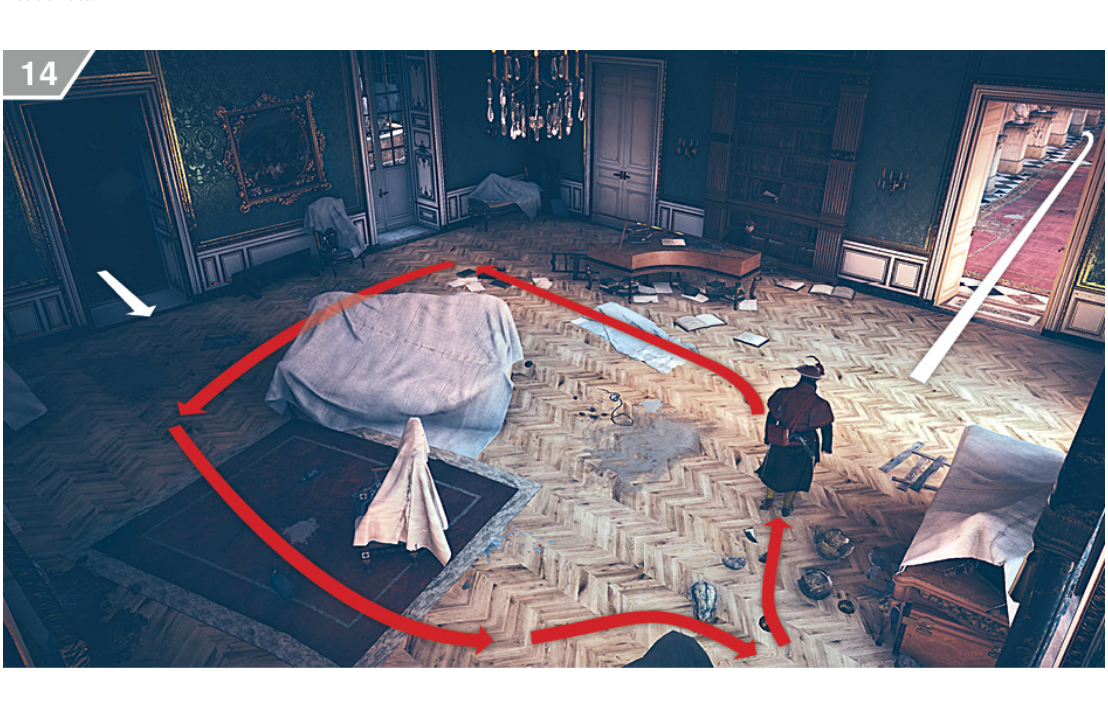
The single patrolling guard in the next room is no trouble at all; it's entirely your choice as to whether you approach his oblivious companion at the far wall. When you are ready, go out of the door and take the first left. Go straight through this small room to reach a balcony overlooking a courtyard.



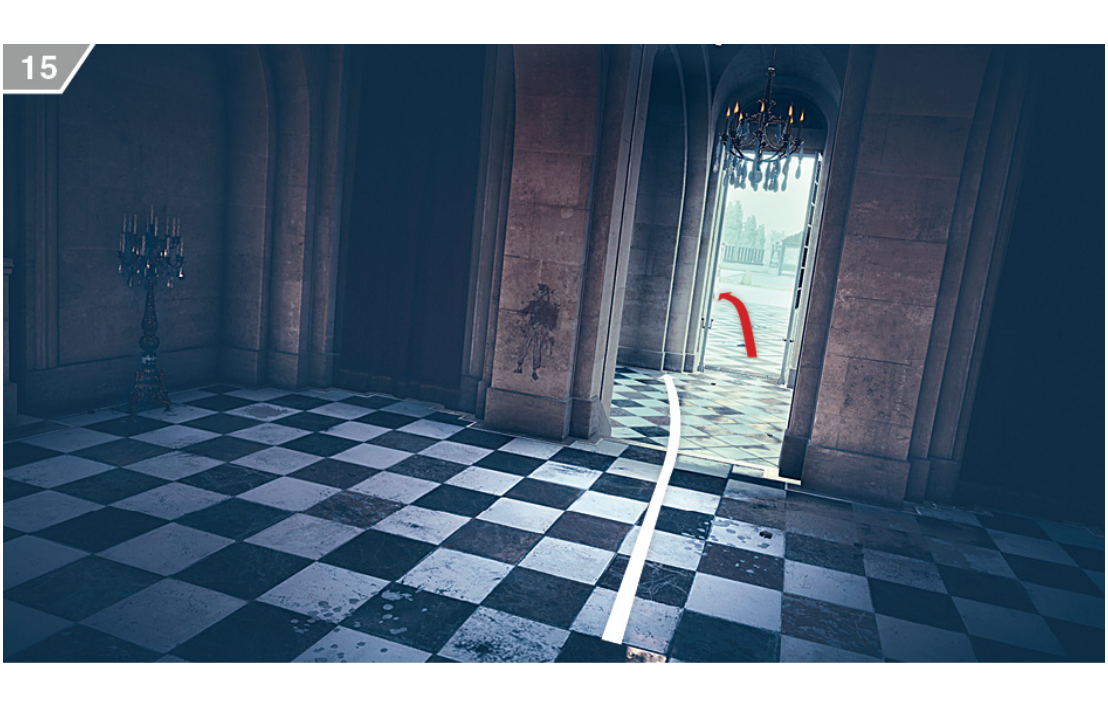
From the balcony, study the two Extremists below. When the patrolling Defender walks away, drop down and perform a cover kill on the enemy slouching against the pedestal. You can then bide your time and disable the Defender from behind. Go through the open door and take cover.



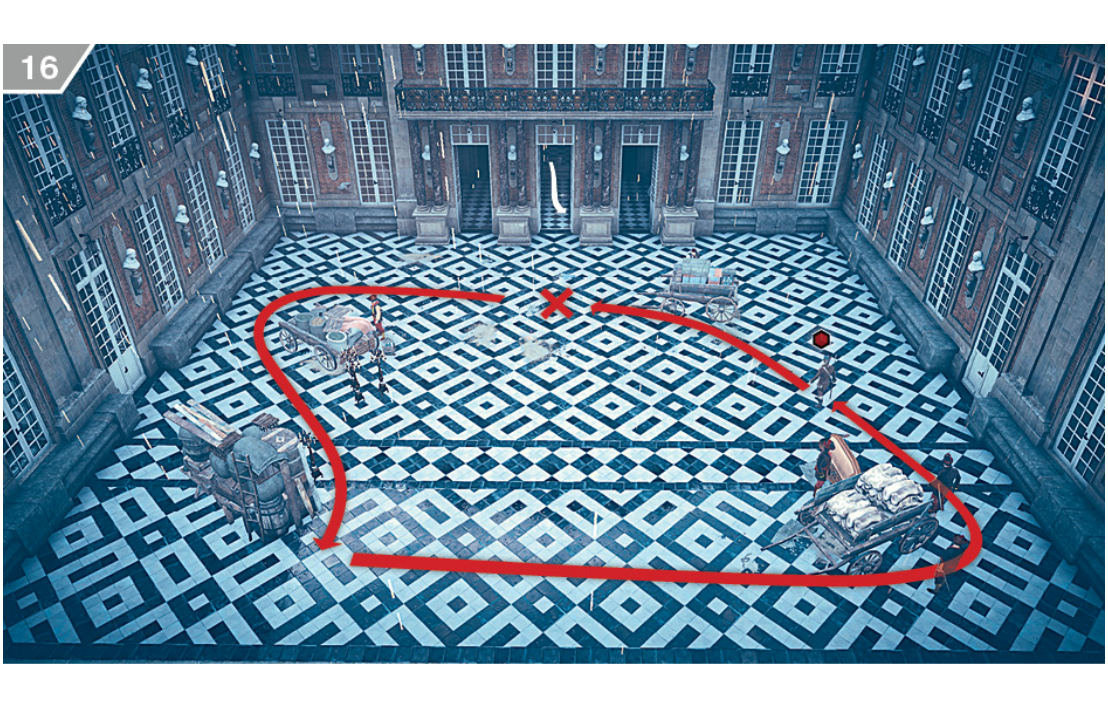
This large room is occupied by three Extremists: two who are inclined to patrol, and a third who remains stationary unless alerted. From your position in cover just inside the door, the safest way to clear the path forward is with Phantom Blade headshots.



Go through the next two empty rooms to find the final two Extremists in the palace interior. One walks a wide patrol of the room, while the other searches the shelf behind the piano. You can quietly stab both, then go into the corridor beyond; the exit to the grounds outside is on the left-hand side.



When you approach the exit, take cover and wait for the Extremists to walk away. You can then move through the door and take cover in a position that gives you a clearer view of the area outside.



The gang leader is accompanied by a Seeker bodyguard as he moves around the area; there is also a Brute, another Seeker and a vanilla soldier, all high-level assailants, who will remain stationary unless alerted. There are several ways to eliminate the gang leader, but a straight fight is an outcome to avoid unless you thrive in difficult combat encounters. Instead, we suggest that you wait until the target reaches the part of his patrol marked by an X, then hit him with a Berserk Blade. If he walks too fast for you to adjust your aim, consider stopping him with a Cherry Bomb before you strike. If you have more Berserk Blades to spare, it's worthwhile to hit another high-strength target (a Seeker or the Brute) to make the fight a little more interesting. With the combatants oblivious to your presence, you can then pitch in Poison Gas Bombs or make Phantom Blade headshots until the last Extremist falls.

Memory 02/"Rise Of The Assassin"

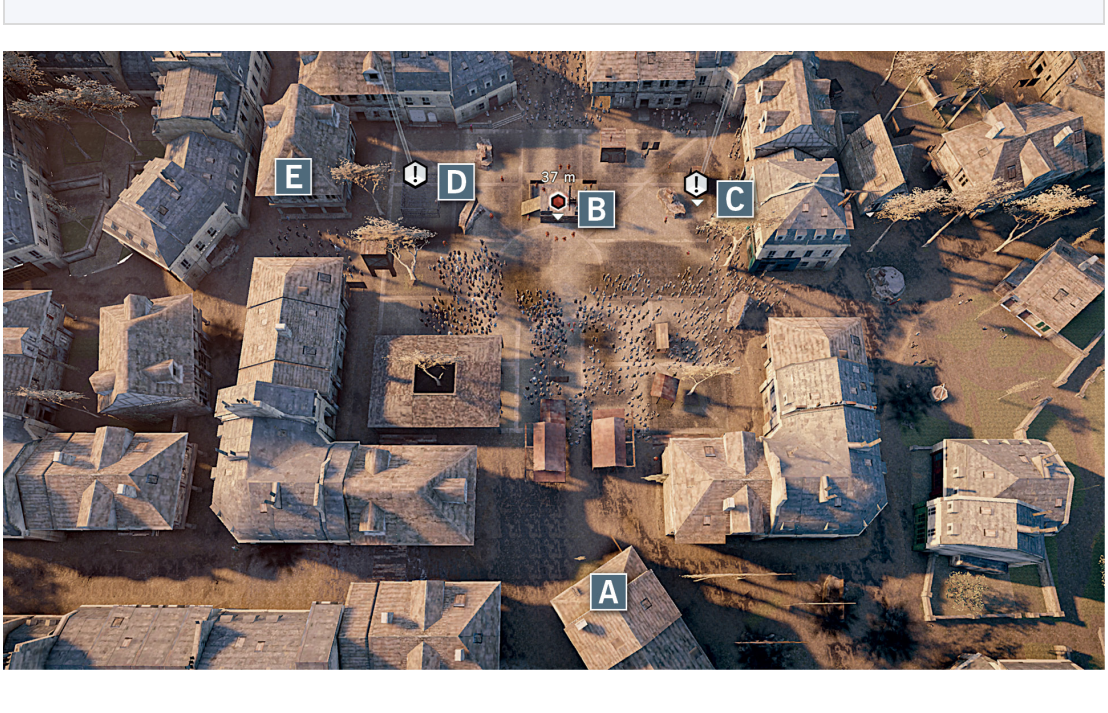
Mission Overview

Challenges

- Three headshots: see 05 .
- Four cover kills: see 03 .

Notes & Further Reading

- With so many Extremists in the area, open conflict will almost certainly end in disaster. Our walkthrough here focuses on a slow and methodical approach that will enable you to reduce the number of hostiles while completing the two Challenges.



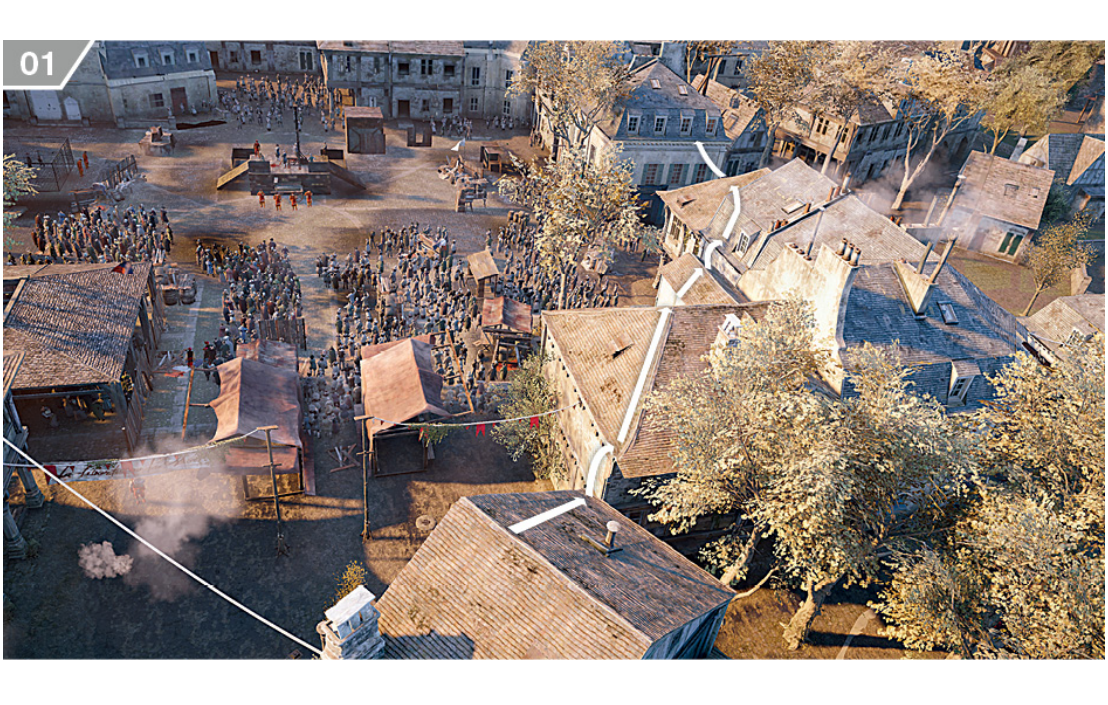
A Arno's start position, facing almost directly south.

B La Touche, standing in plain sight, but protected by an intimidating number of guards. There are also snipers on two nearby towers, and stationed at certain windows. A frontal assault is, in essence, a suicidal gesture.

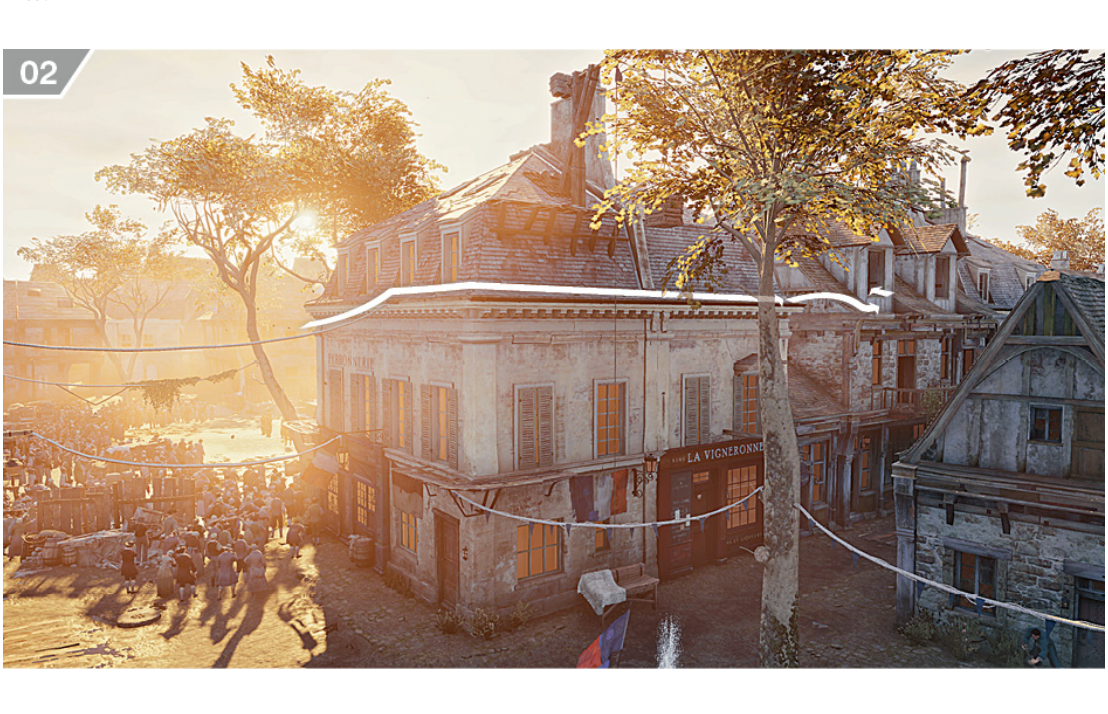
C The Assistance Opportunity can be found here, though there are a number of guards to neutralize or sneak by to reach it. If you move Arno to the front of the stand, you can press ◎ / Ⓑ to lift the cover, enabling the nearby citizens to see the food and surge forward.

D A cage where the condemned await execution… and the opportunity to complete this mission's Unique Kill. There are two familiar faces here. If you can sneak to the cage door, you will trigger an objective to steal a key from a set target (see **E**). Return to the pen with the key, and Arno will enter and move himself to the front of the queue. When he is ushered forward to the guillotine, Arno then has a short window of opportunity to approach La Touche and strike with the Hidden Blade.

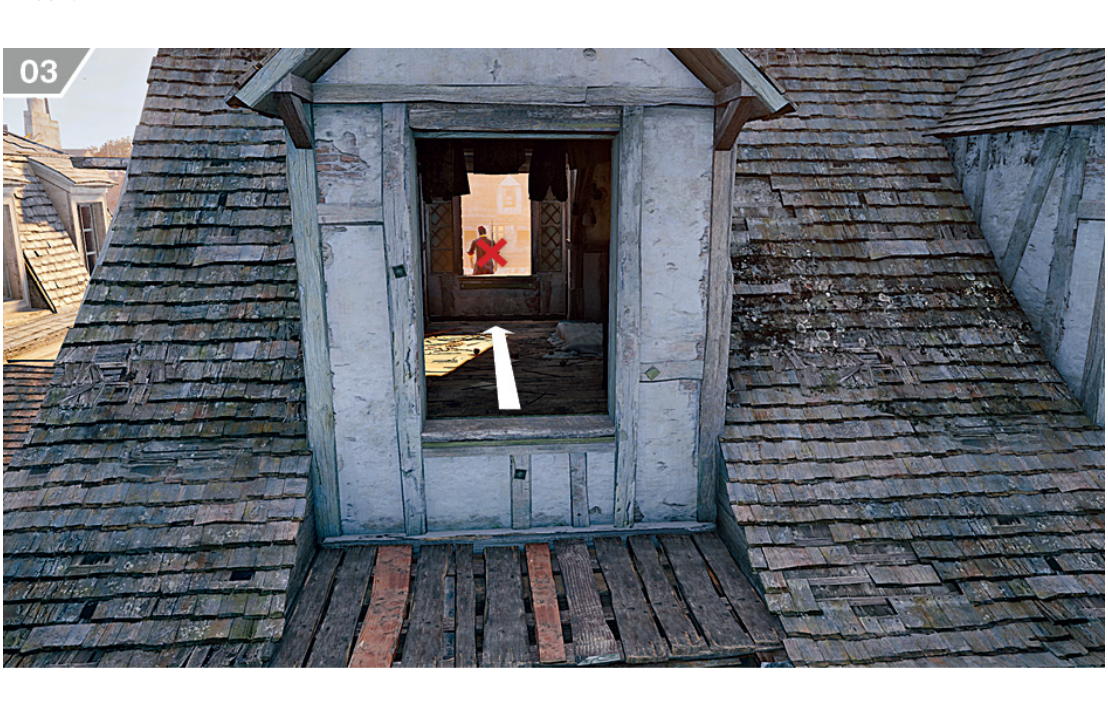
E The Extremist holding the key to the cage is found on the top floor of this building.



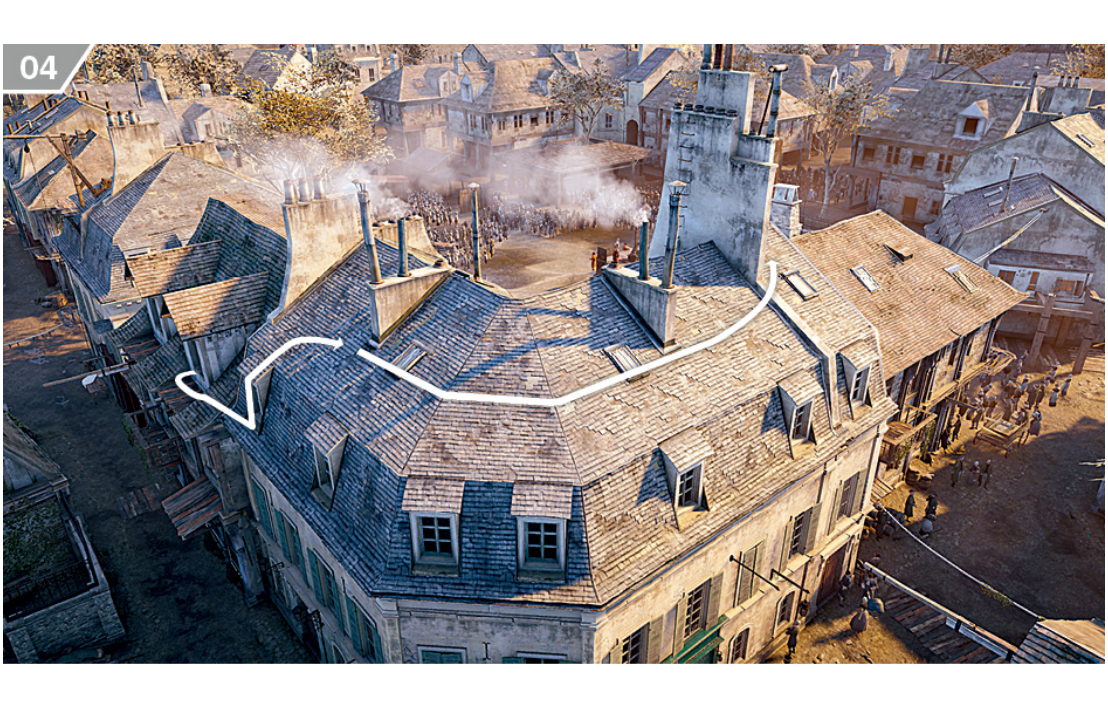
From your start position, follow the route shown here to reach the row of buildings in the southwest corner of the Restricted Area.



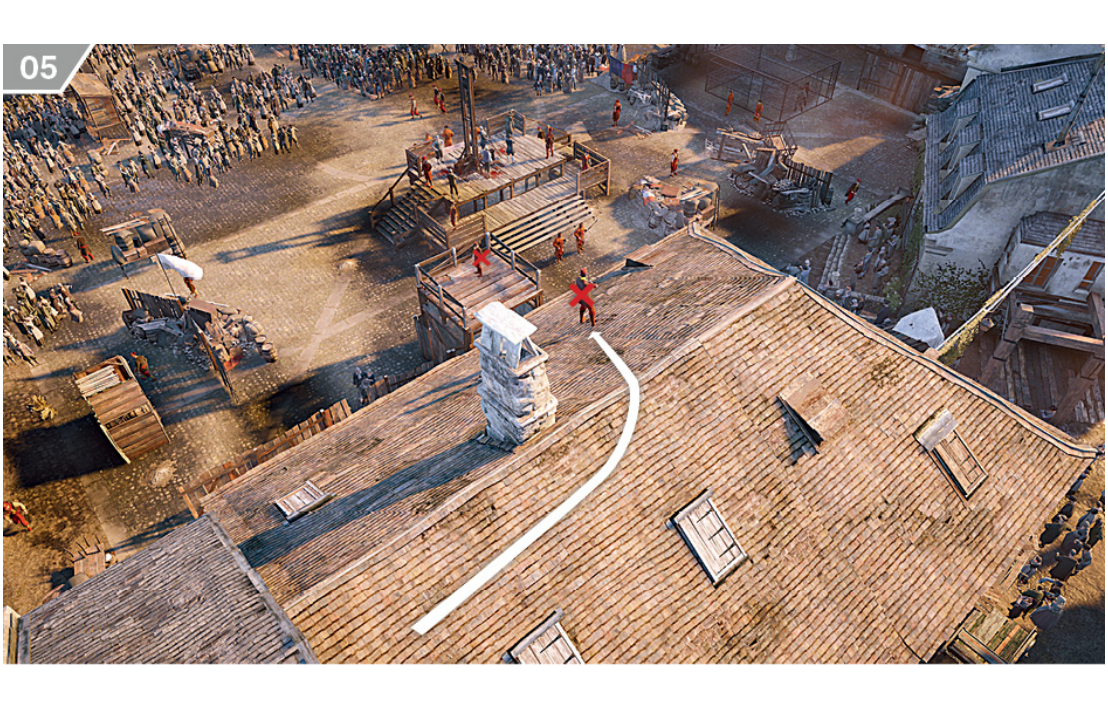
Move to the far side of the buildings and approach the first of the two open windows shown above. Activate Eagle Vision to identify a sniper overlooking the execution platform on the far side of the house. If he is facing away, jump through a window.



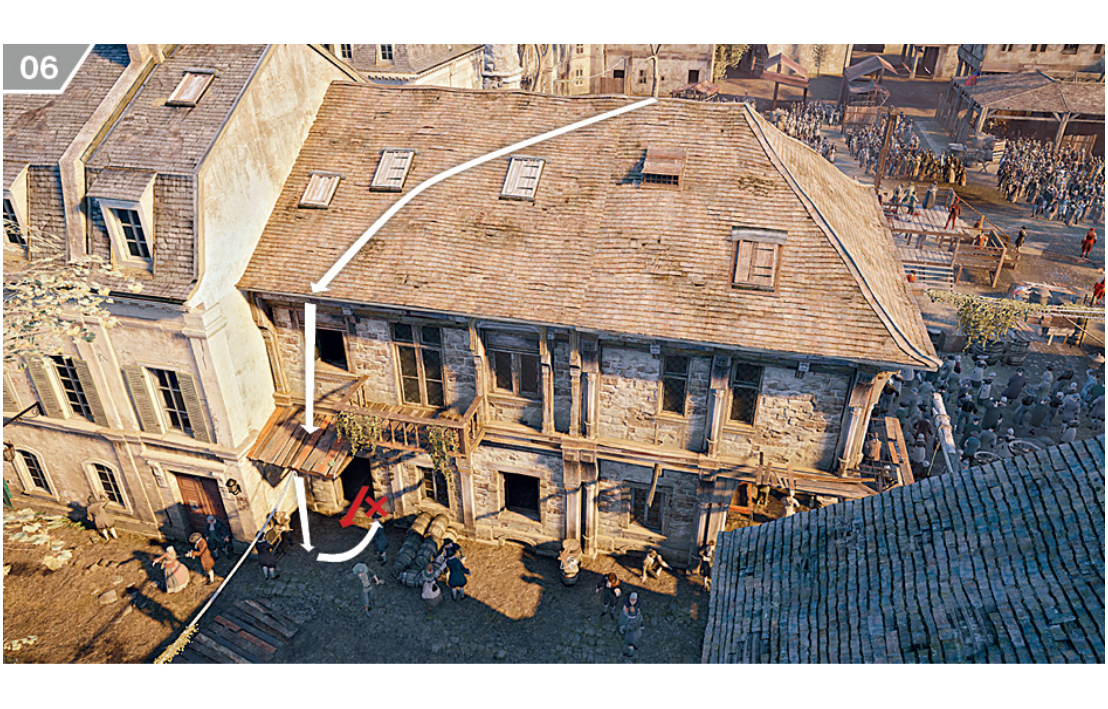
The sniper regularly moves between the two open windows. When he comes to a halt, lock to cover behind him and perform the first cover kill for the related Challenge.



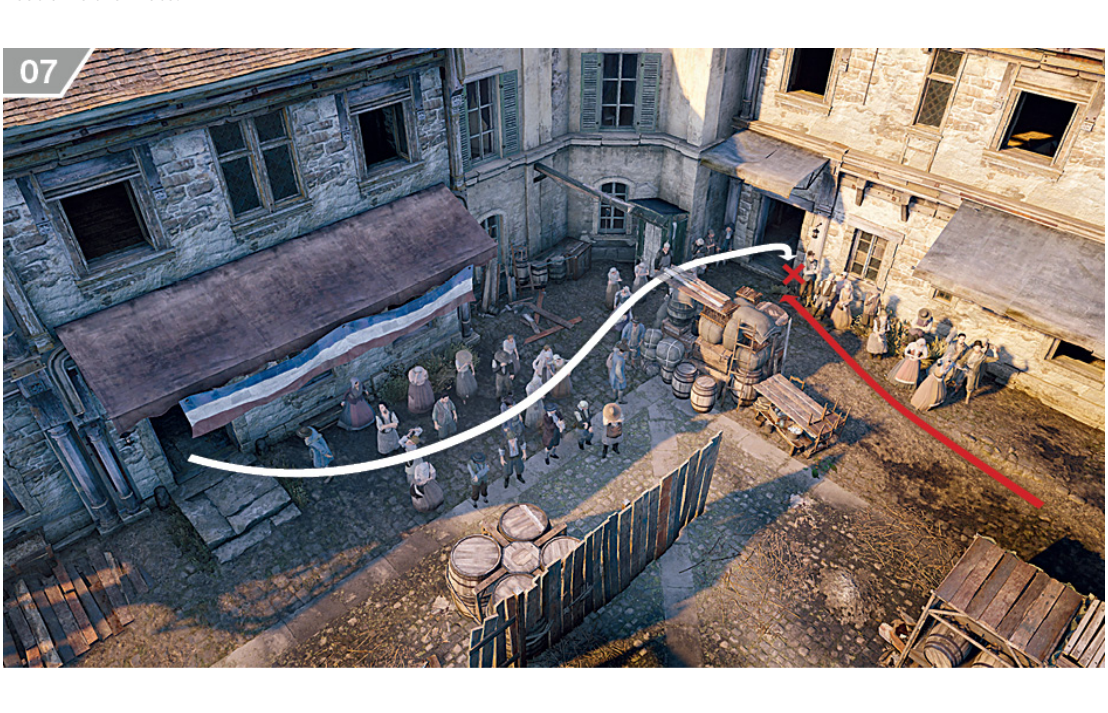
Go back through the window and follow the route shown above.



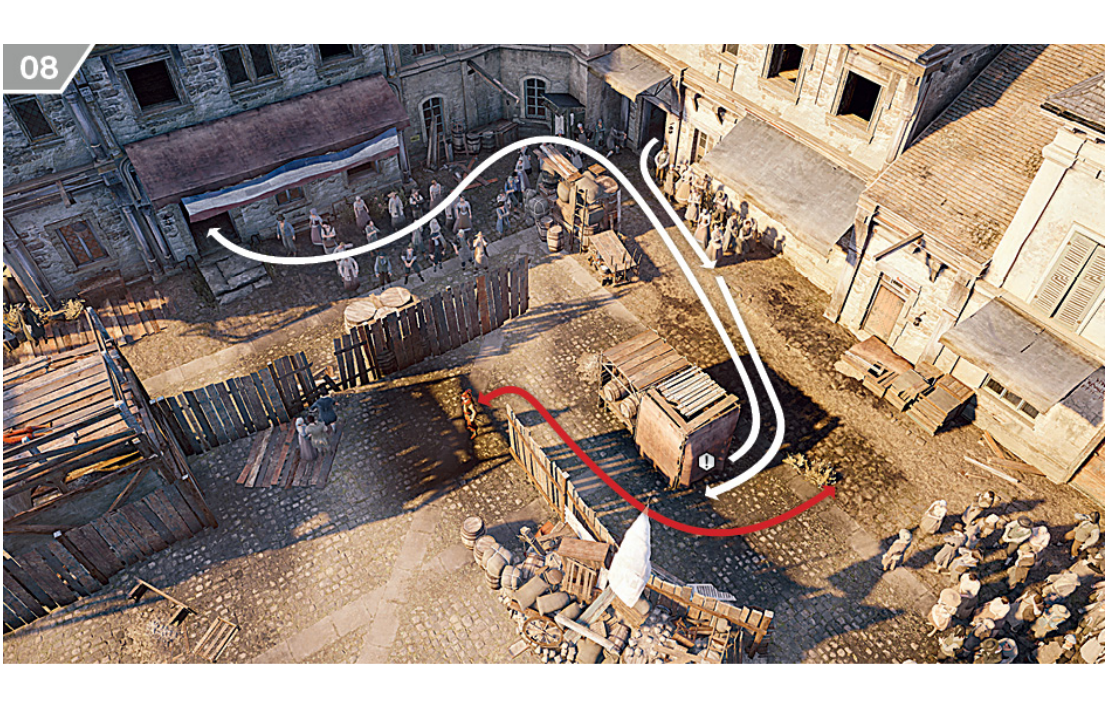
The sniper on the rooftop may seem like an opportunity for a Phantom Blade kill, but the impact usually causes his body to slide from the rooftop – which will complicate the next stage of the mission. Instead, sneak up and perform a Hidden Blade kill. You can then hit the sniper on the watchtower with a Phantom Blade headshot.



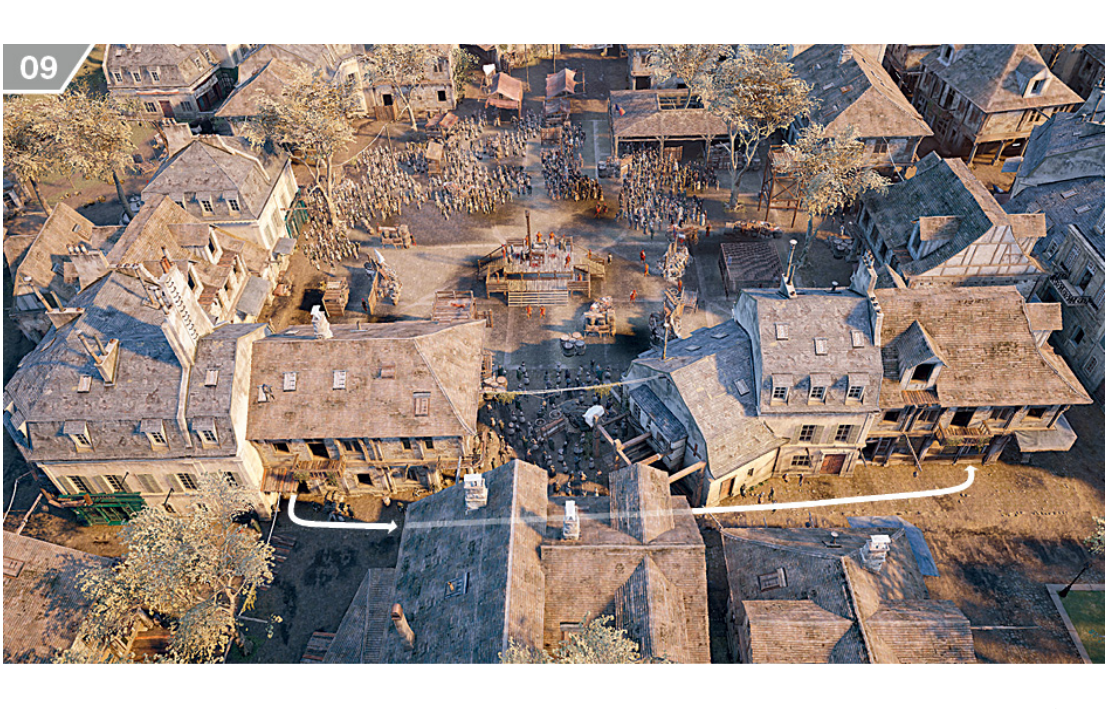
Climb down to a position just above the door and, after using Eagle Vision to check that there is no one approaching, drop down and lock to cover on the right-hand side of it. There is a stationary Brute inside the house, but your first priority is to wait for an Extremist with a long patrol to approach your position. When he arrives, perform a cover kill, then go inside and quietly neutralize the Brute.



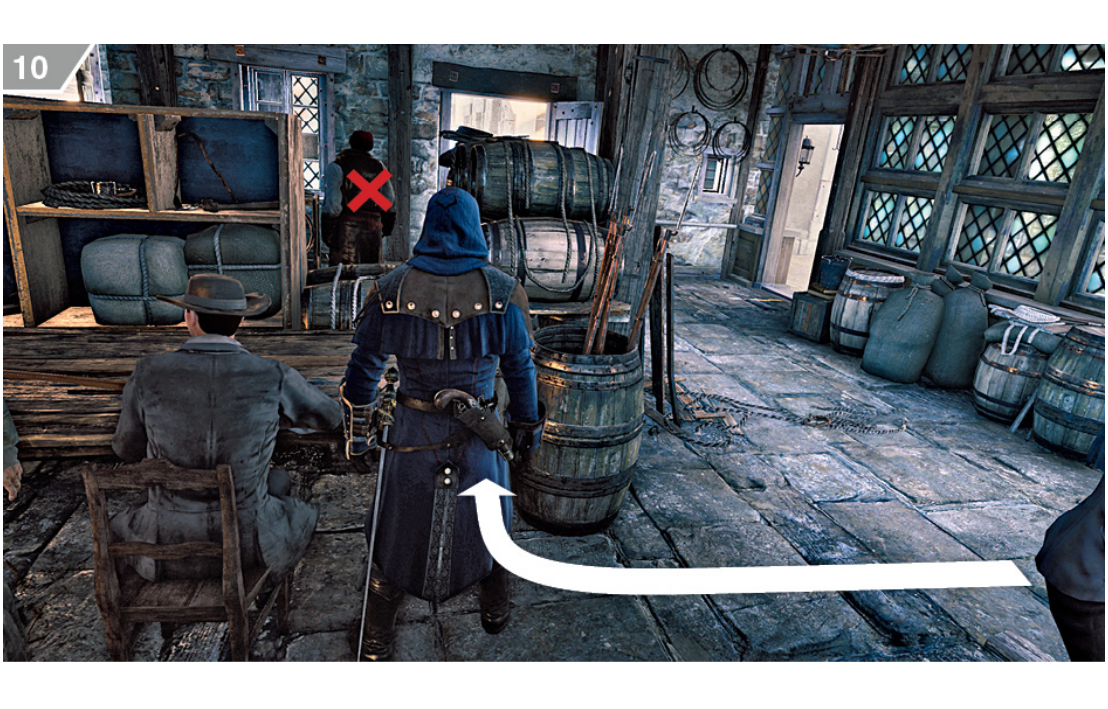
After ascertaining that no Extremists are watching, go out of the door and Blend with the crowd outside. When the coast is clear, sneak through the next door and immediately lock to cover on the right-hand side. One of the Extremists guarding the food has a patrol that takes him into the building shown above, offering a perfect cover kill opportunity.



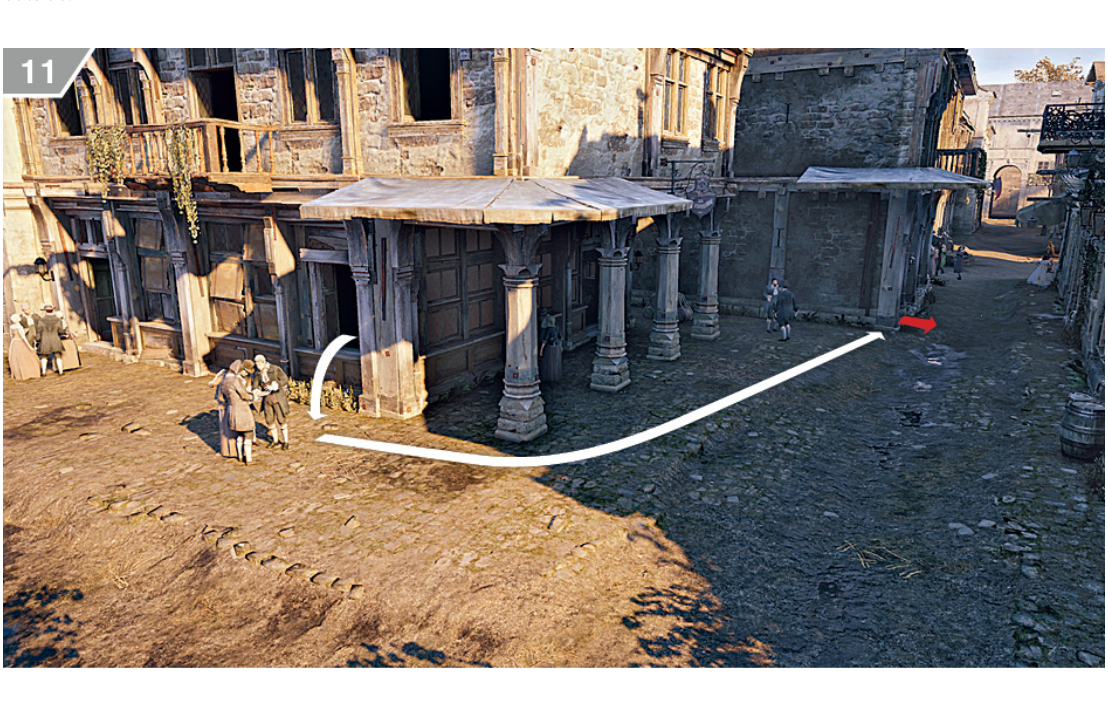
Go back outside and Blend with the nearby crowd. Your labors so far leave the Assistance Opportunity here protected by a single Extremist, but his patrol means that you have ample time to approach the front of the stand and press ◎ / Ⓑ to reveal the foodstuffs hidden behind the sheet to the watching crowds. As the citizens surge forwards, carefully make your way through the door of the building where you earlier killed a Brute to reach the street to the south.



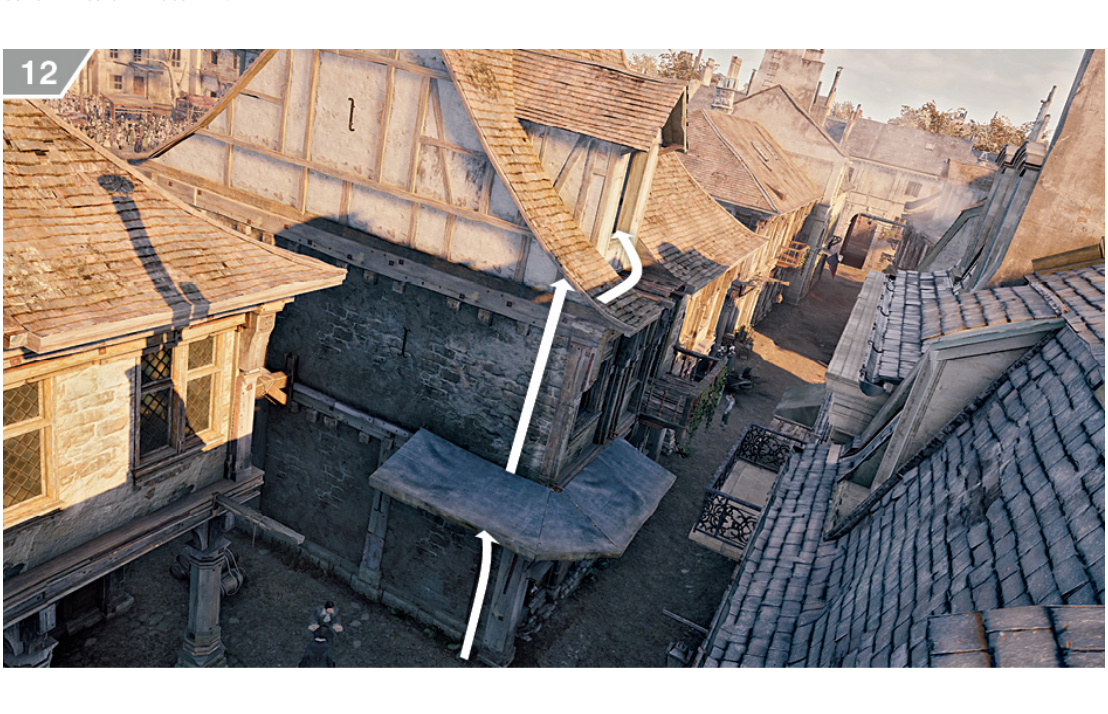
On the street, make your way to the east to reach a building in the southeast corner of the Restricted Area. As before, we're going to carefully eliminate dangerous Extremists to clear an easy path to the Assassination Opportunity. Lock into cover beneath the window and wait for a patrolling Seeker to arrive above you, then perform a cover kill.



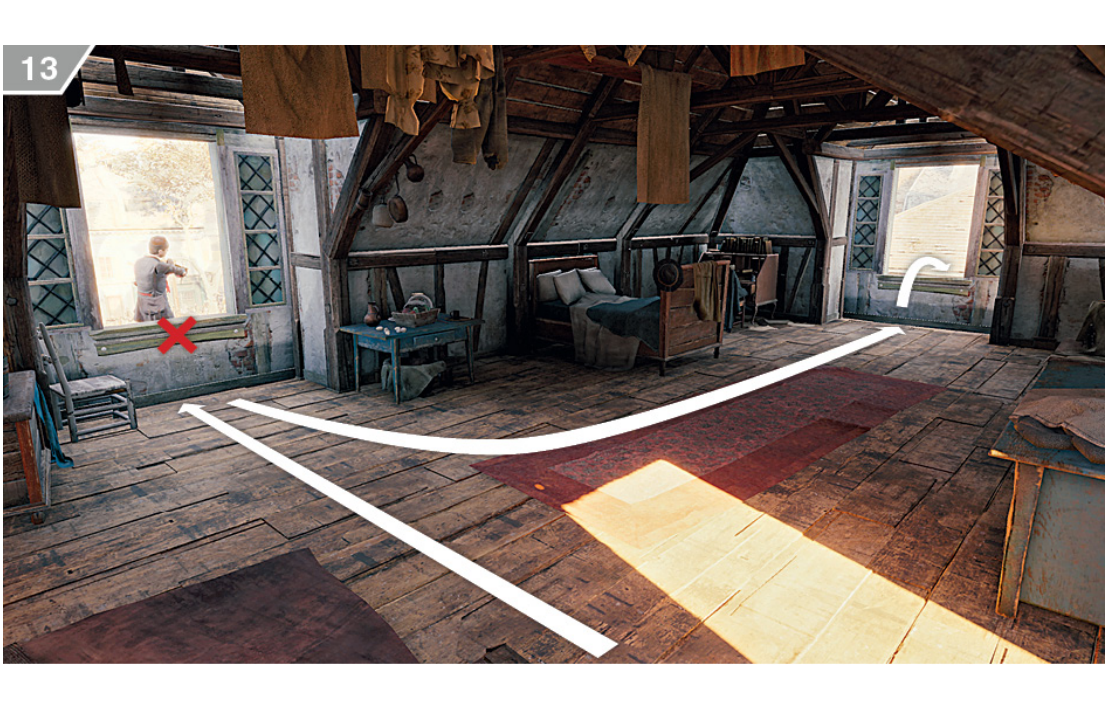
There is also a Brute in this building, and he could potentially be a problem when you later approach the cage. If you go through the window and walk a few steps to the left to reach the location shown here, you can perform a Phantom Blade headshot to work towards the quota required for the second Challenge. With this accomplished, return to the street outside.



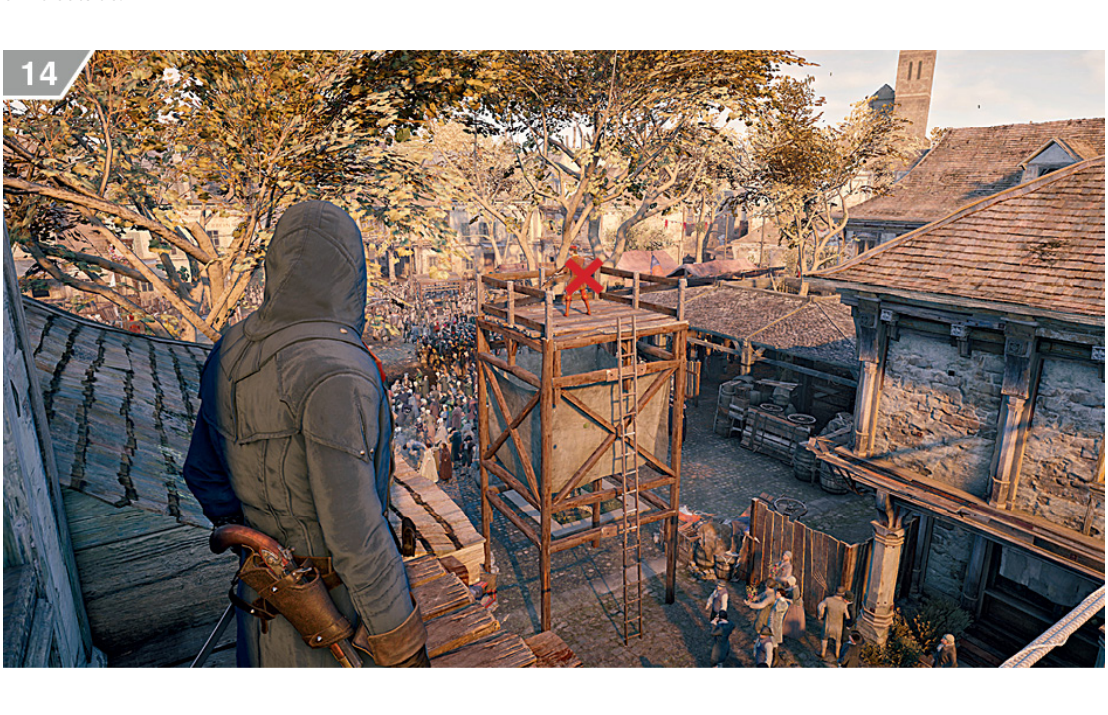
Lock to cover at the corner of the next building along, as illustrated above. An Extremist will step out of the door; perform a cover kill to eliminate him.



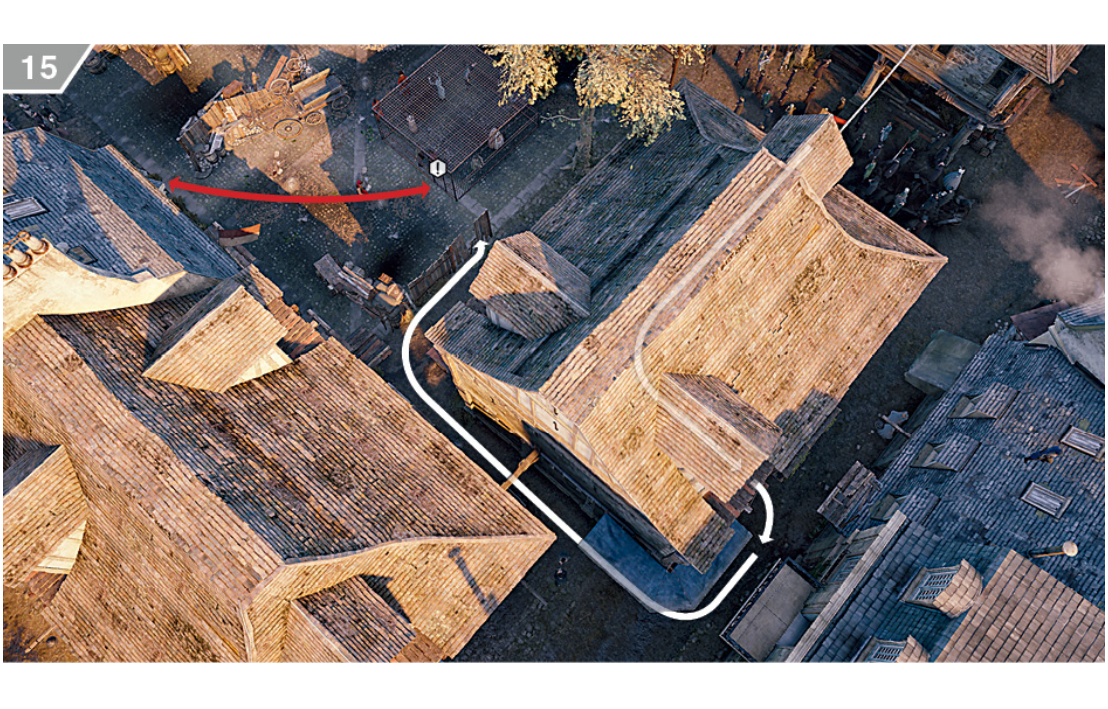
From the position of the last kill, climb to the open window on the top floor of the building and go inside.



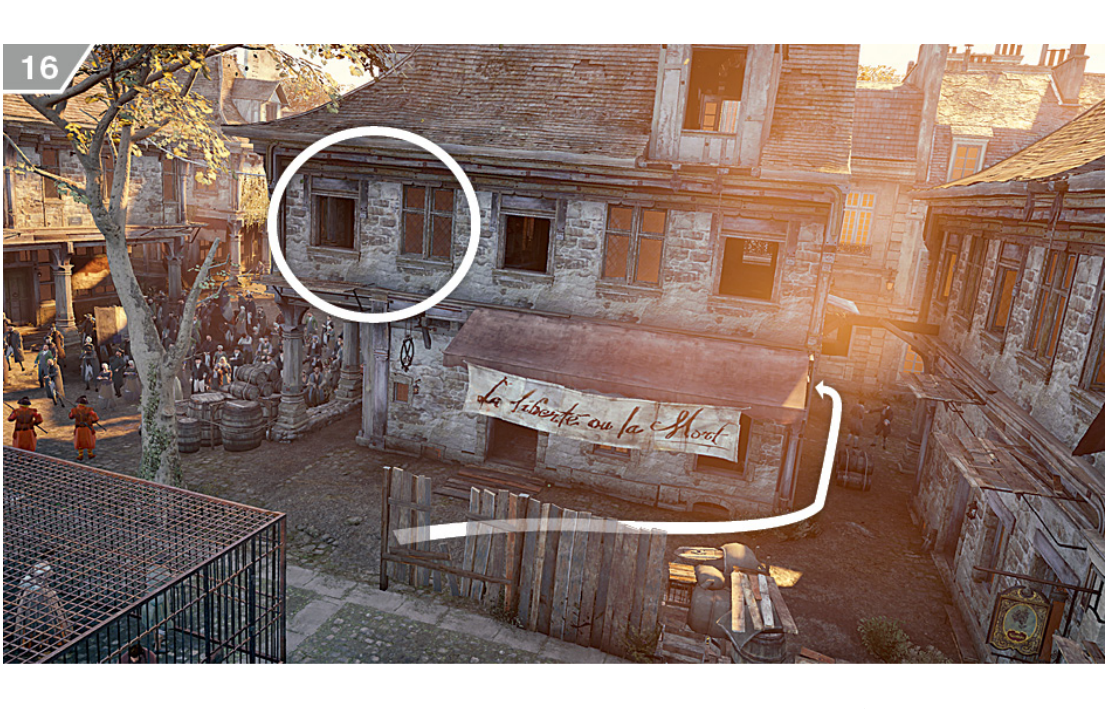
Lock to cover behind the sniper and perform a cover kill. You should then go to the window at the far end of the room and climb outside.



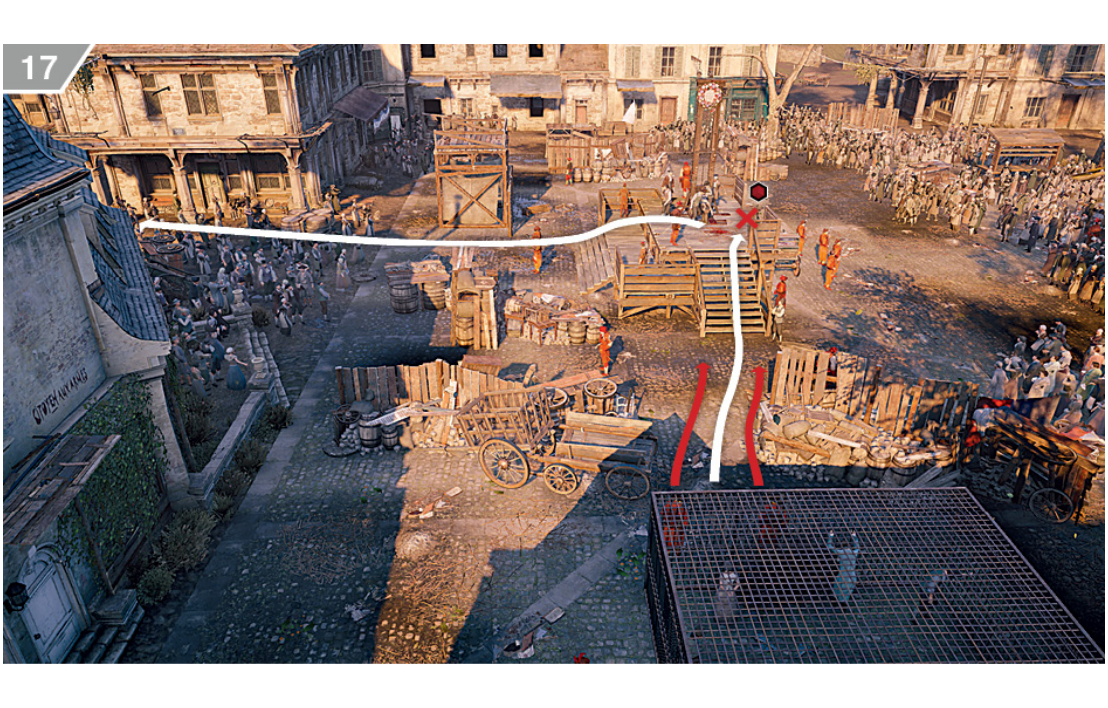
Hit the sniper on the watchtower with a Phantom Blade headshot to complete the related Challenge.



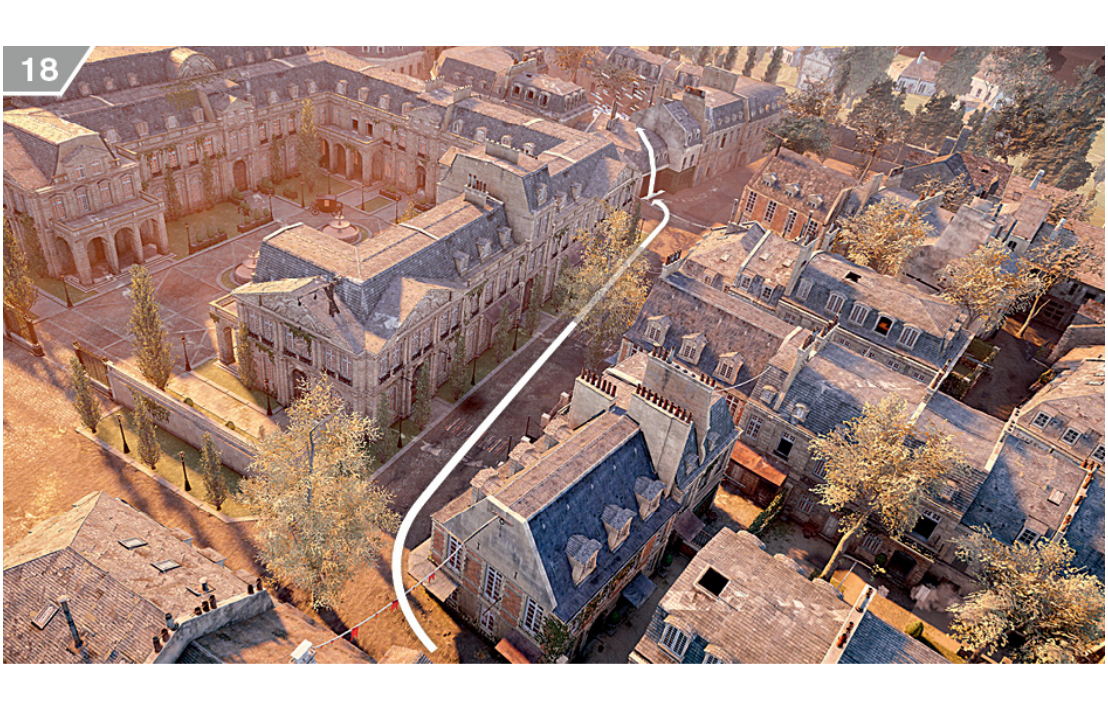
Retrace your steps through the house and to the street, then follow the route shown here, sneaking carefully behind the wooden fence in the alleyway to reach a position of concealment next to the cage. Wait for the Extremist to approach the door. When he turns and walks away, sneak to the door to initiate a conversation between Arno and two prisoners. You can actually move back out of sight behind the fence once it begins, well before the patrolling Extremist returns.



The Extremist carrying the keys to the cage is located in the building right next to your position; we've highlighted the area where he can be found. As climbing up carries a risk of detection, it's much wiser to run back to the far side of the house and climb up on that side. Disable the Extremist, loot his keys, then return to the fence next to the cage door. Ensure that you have Smoke Bombs equipped before you continue.

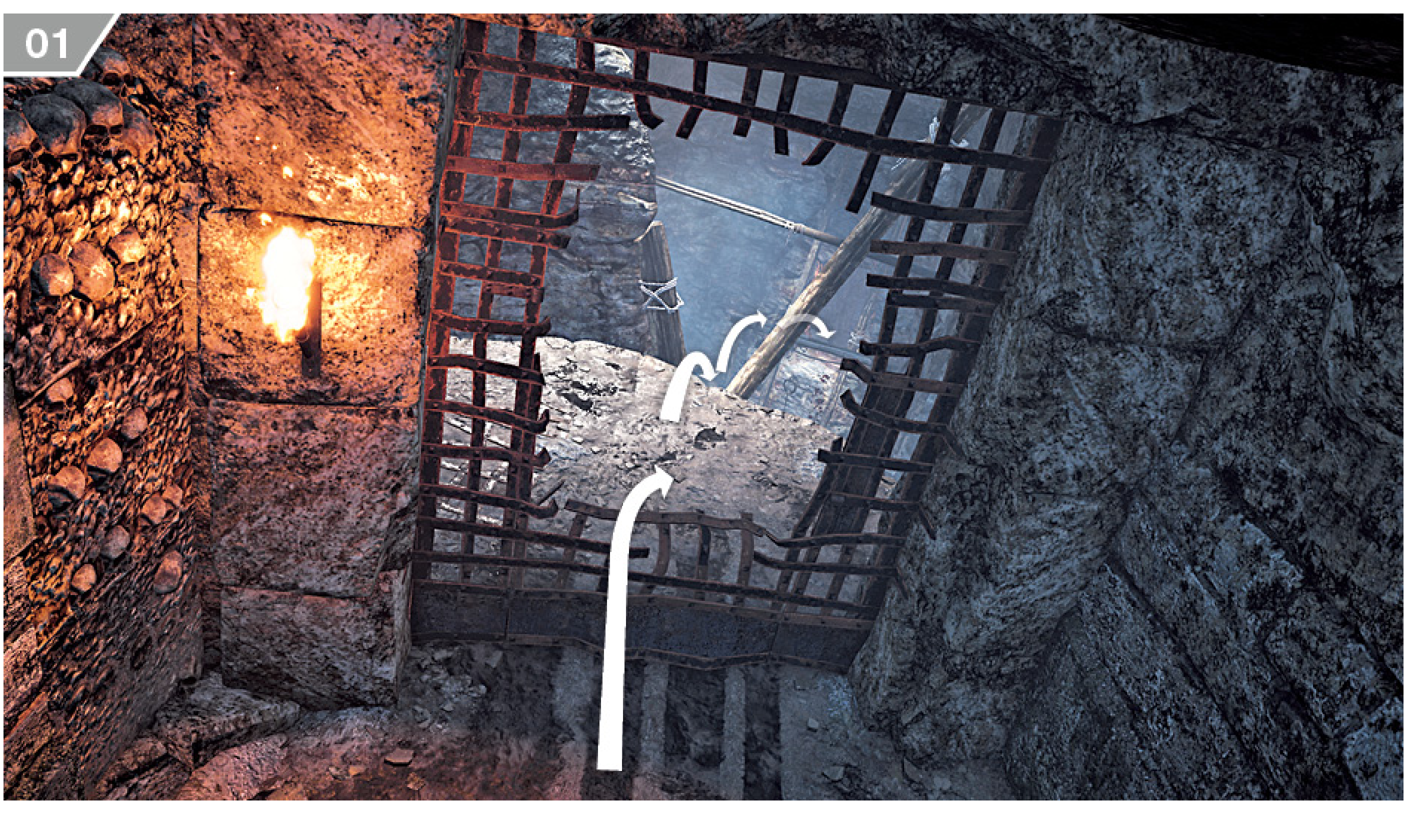


Return to the cage and, once again, wait for the patrolling Extremist to walk away from the door, then approach and press ◎ / Ⓑ to unlock it. In the cinematic that follows, Arno will enter the holding pen and move himself to the front of the execution queue. When play resumes, immediately walk – don't run! – at the same pace as the two Defenders who escort Arno to the wooden platform. When you reach the ramp, you are free to walk towards La Touche. You have just enough time to move within range for a Hidden Blade assassination before he and his guards recognize Arno. After the post-assassination cinematic, drop Smoke Bombs to confuse pursuing Extremists as you sprint through the crowd to the south. Turn right when you reach the street, then take the first left to reach a long road. With the Smoke Bombs and crowd foiling attempts at pursuit, this should be a straightforward run.



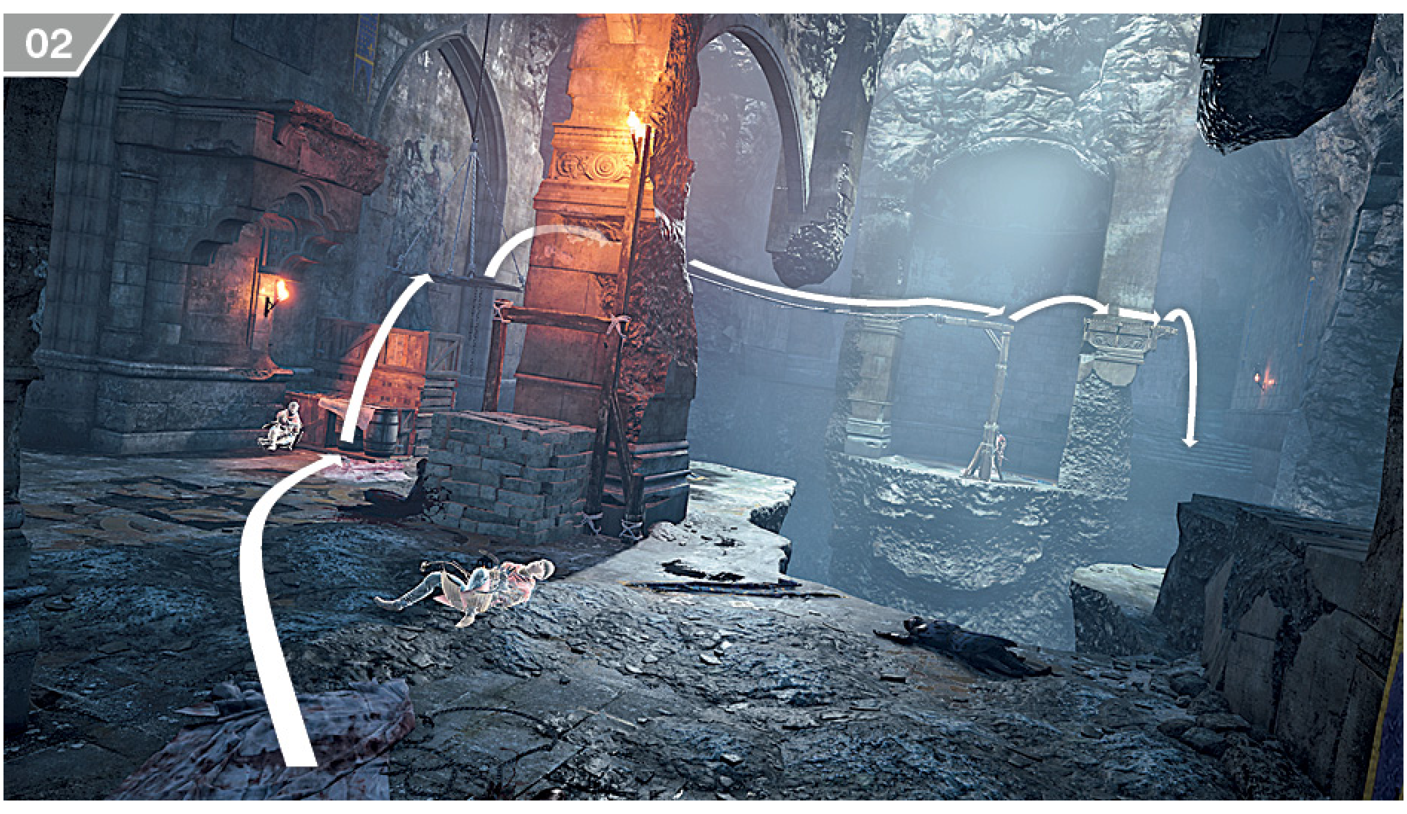
The third Server Bridge event begins when you dismiss the Memory Complete page. Run towards the waypoint and climb one of the surrounding buildings, then leap into the portal below.

01



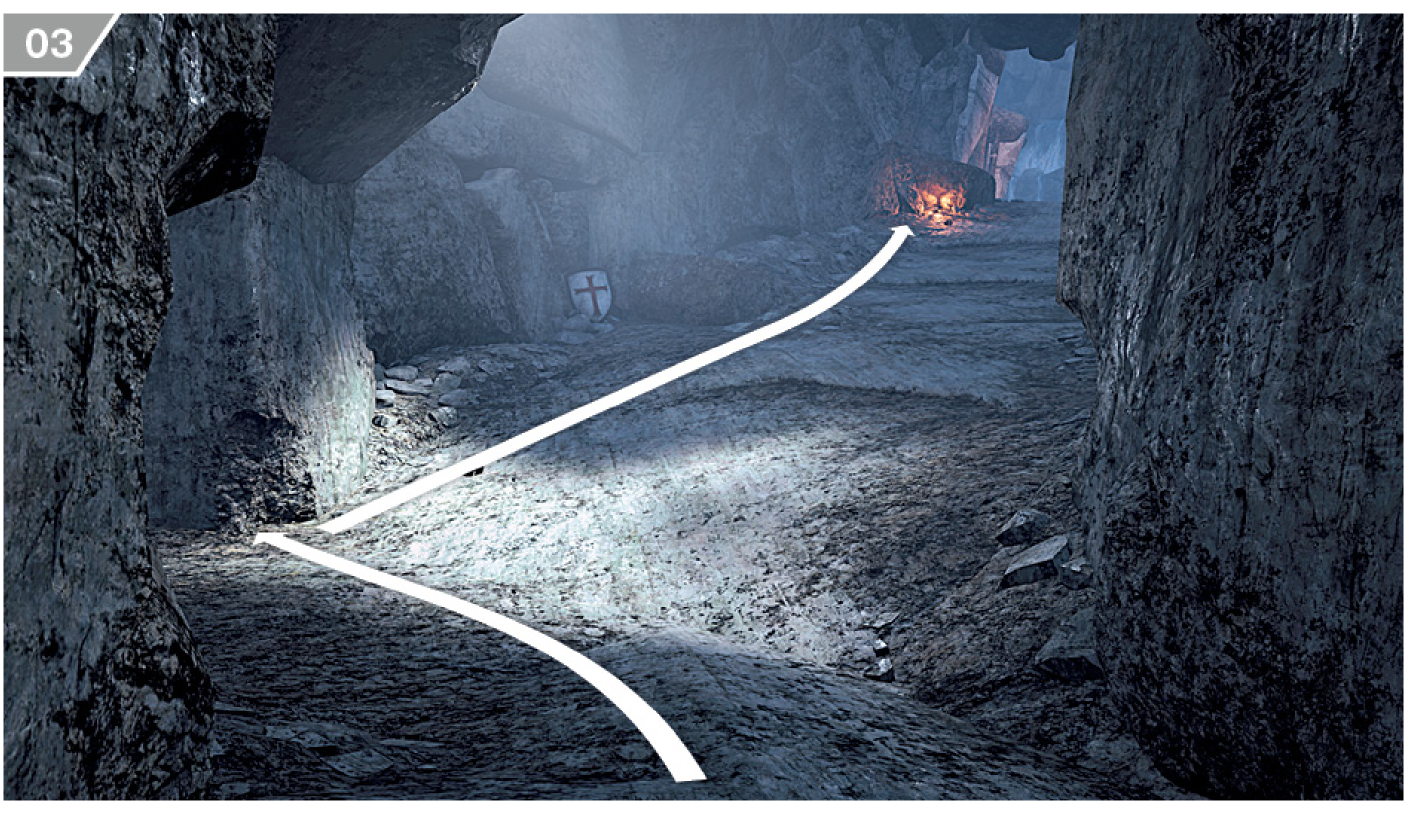
Run straight through the graveyard and the tunnel beyond. Once inside, jump through the V-shaped gap and turn left to find an opening in the brick wall; on the other side, slide down the slope. When you reach the position illustrated above, free run to the opening on the far side.

02



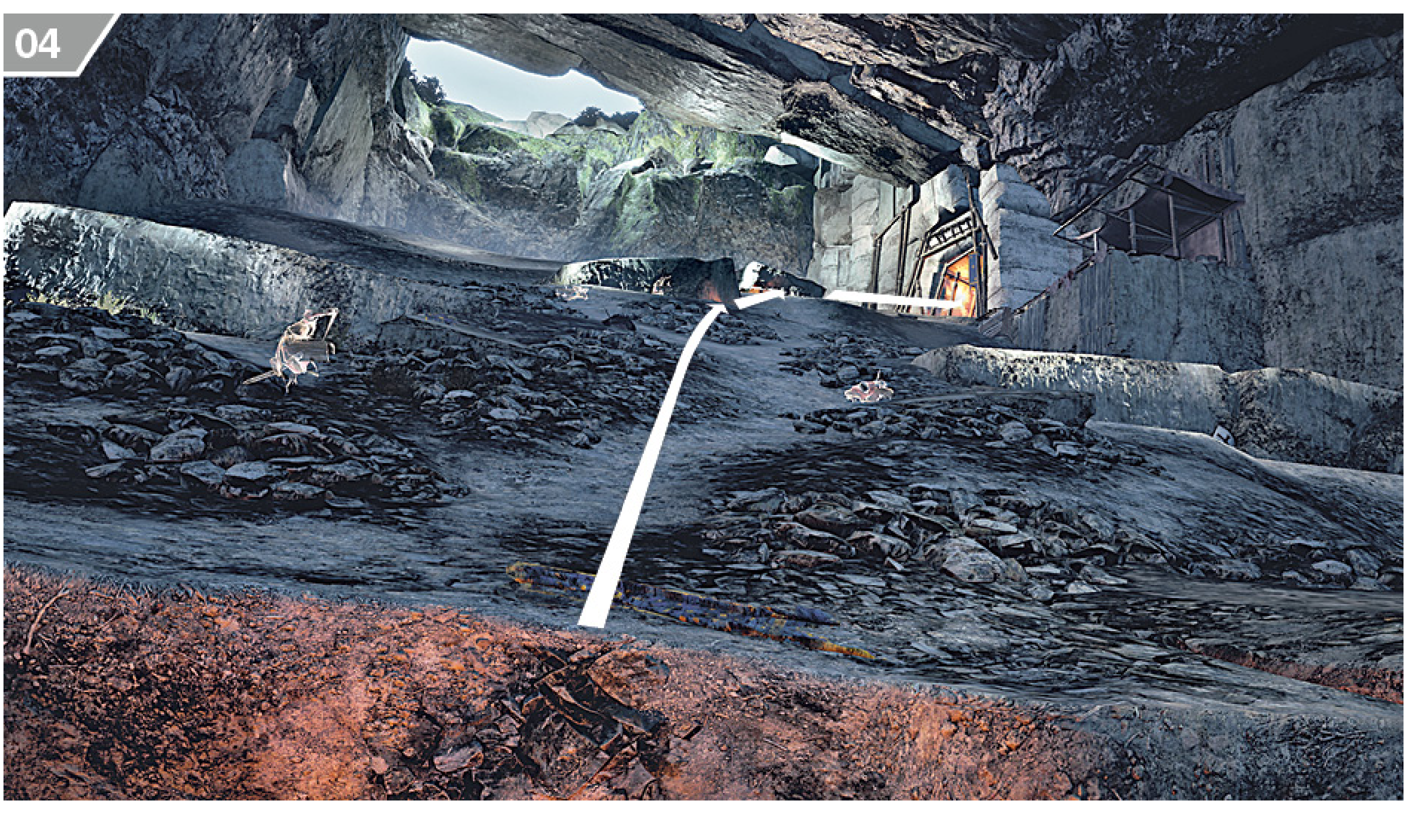
As you enter the main chamber, look for crates and barrels to your left. Use these to reach a suspended platform and, from there, a rope spanning the chasm. At the far side of the rope, leap to the narrow wooden platform and move around the corner. Jump to the solid ground below and head through the hole in the wall.

03



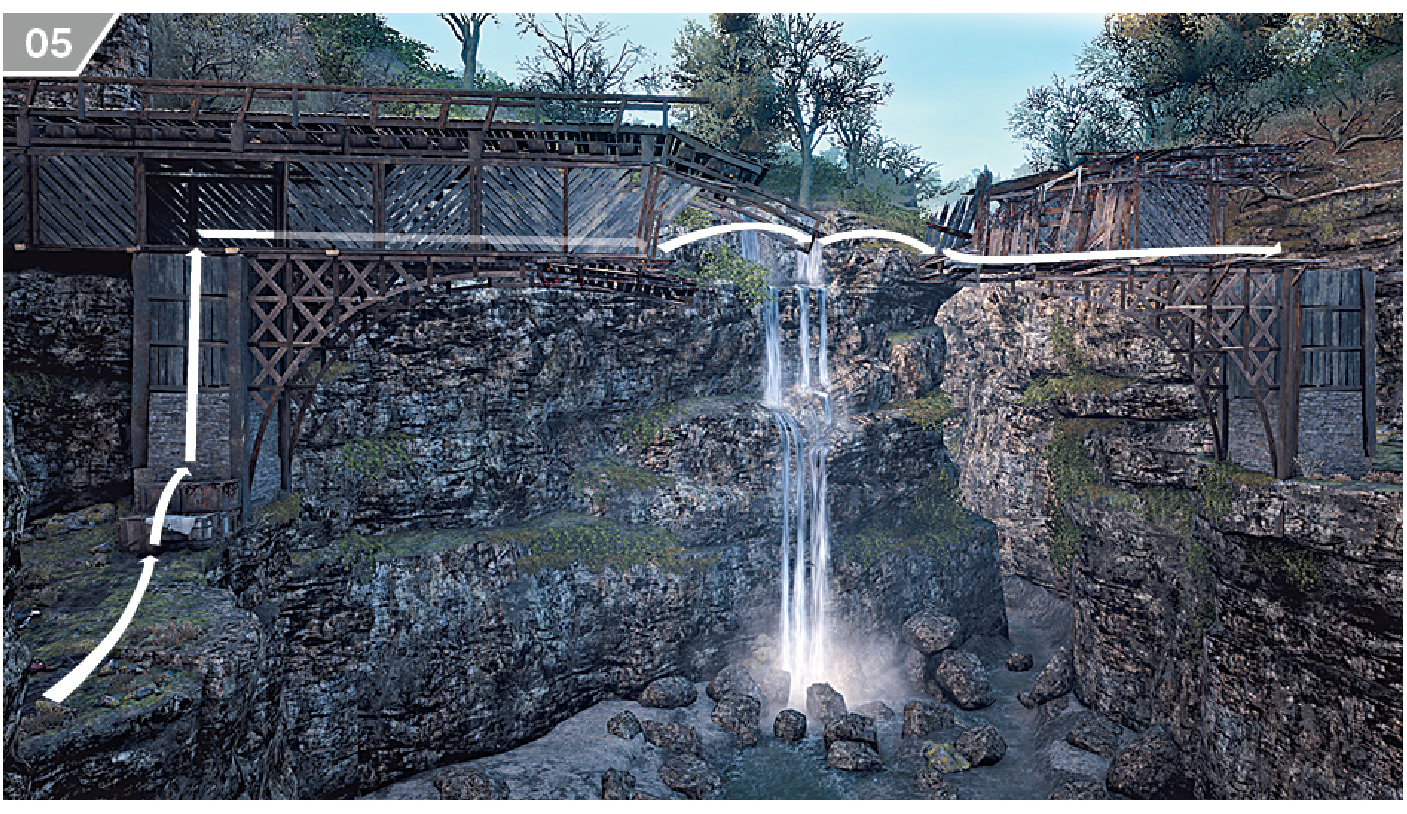
Follow the linear pathway until you reach the slope shown above, then move into cover to the left to avoid the bouncing boulder. Run to the top of the slope and continue until you espy a wall section marked by metal rings. Climb to the top of this.

04



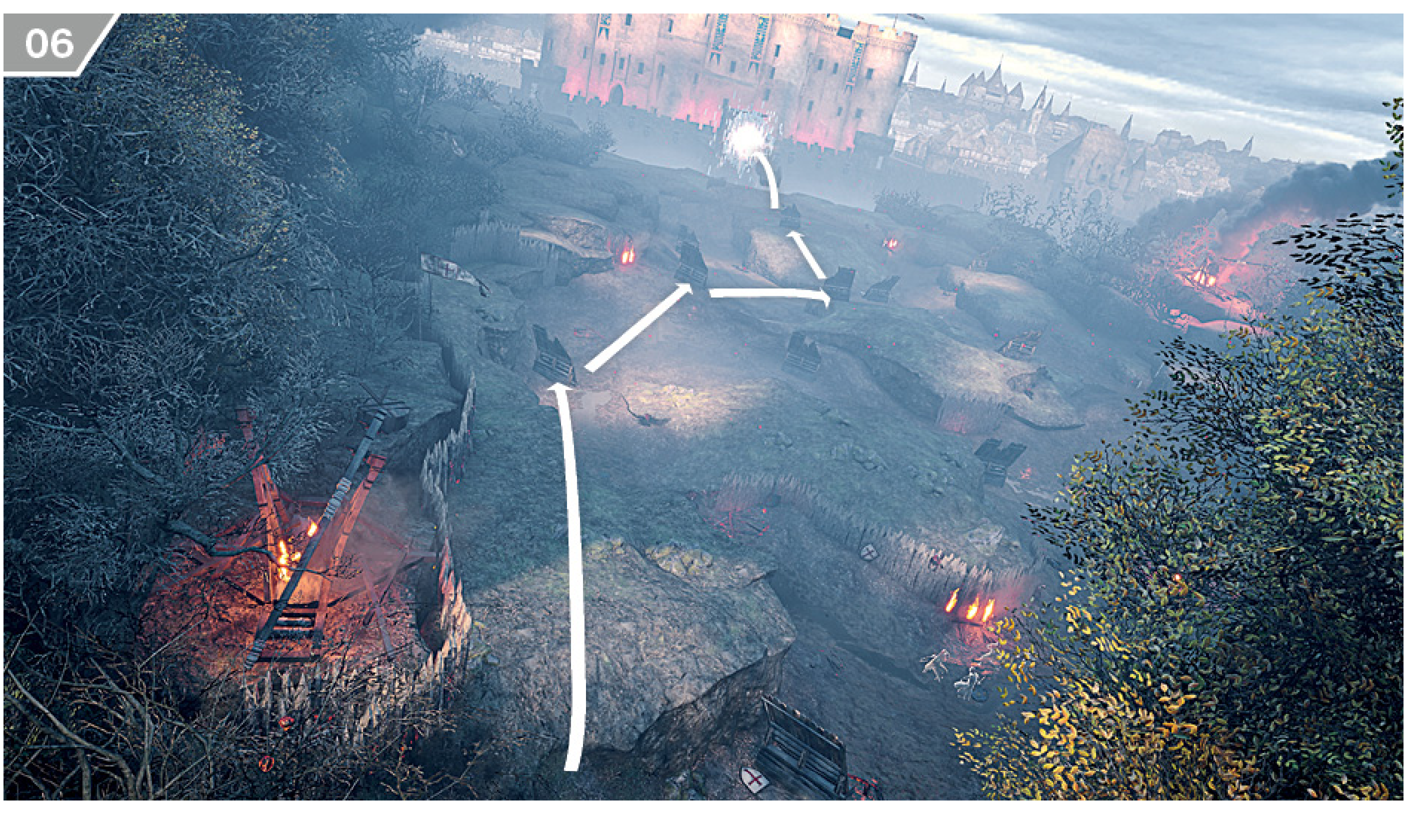
Dozens of small boulders cascade down this larger slope, but there's really no time to pick your way through: the server sweep necessitates haste. The exit is found on the right-hand side of the slope, though you can angle your approach slightly to take advantage of a natural barrier that will briefly protect Arno. Through the doorway, sprint for sunlight to escape the server sweep.

05

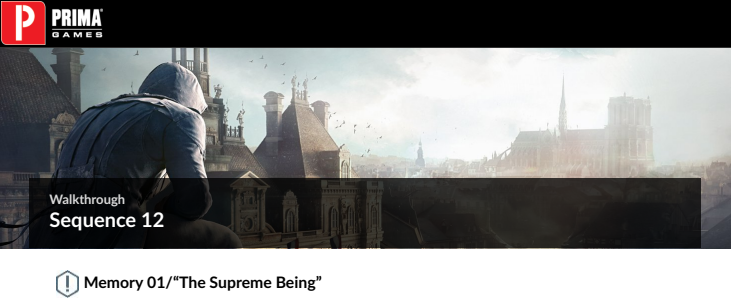


Climb up to the broken bridge, then free run towards the gap; though it seems quite a stretch, Arno will swing on a beam and make the crossing with ease. On the far bank, run up the slope.

06



On the battlefield, horns foreshadow the imminent arrival of projectiles fired from the Bastille. You can avoid these by taking cover behind fences, wooden barricades and natural barriers as you make your way to the portal in the distance.



Memory 01/“The Supreme Being”

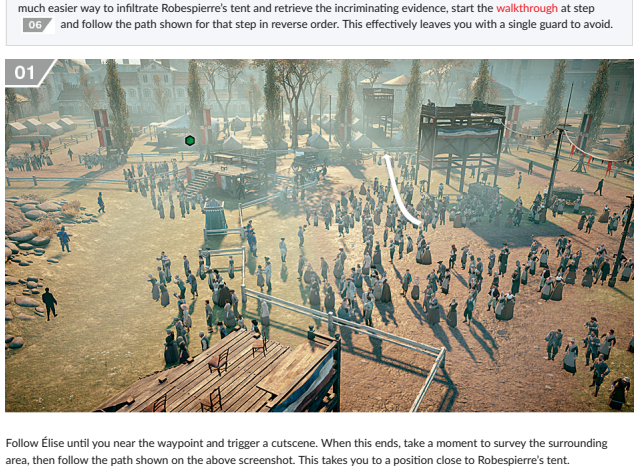
Mission Overview

Challenges

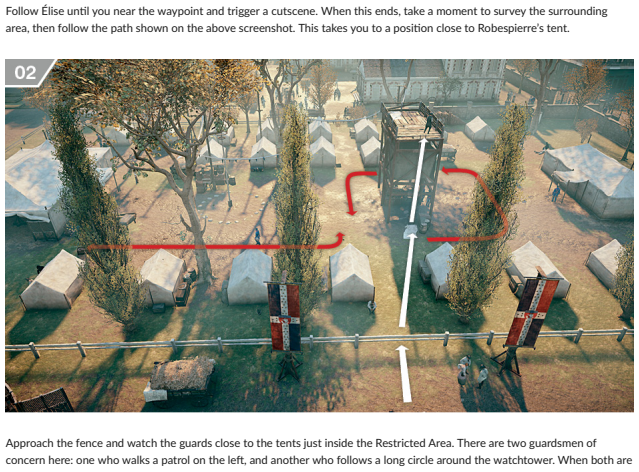
- Sabotage one alarm bell: see 04.
- Don't let Élise get detected: see 07.

Notes & Further Reading

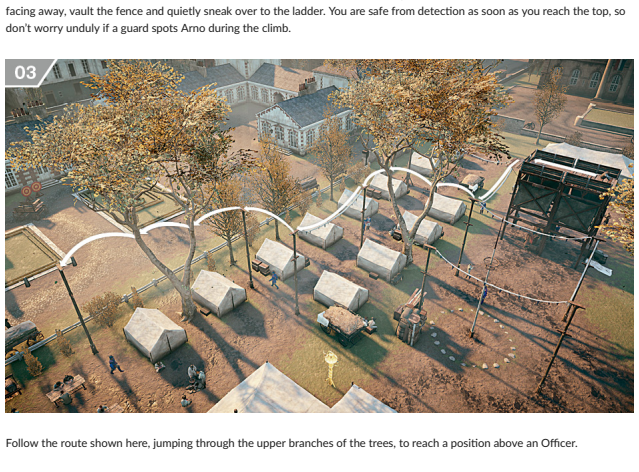
- All zones marked in blue in this Memory are Restricted Areas, where guardsmen will attack Arno if he is seen to trespass. Complicating matters, occasional Extremists can be encountered among the crowds, which necessitates regular use of Eagle Vision to avoid unwanted conflict. Though not strictly enforced, careful stealth is definitely the best approach.
- The opening Challenge can be rather tricky to complete. If you would prefer to ignore it on a first playthrough and use a much easier way to infiltrate Robespierre's tent and retrieve the incriminating evidence, start the walkthrough at step 06 and follow the path shown for that step in reverse order. This effectively leaves you with a single guard to avoid.



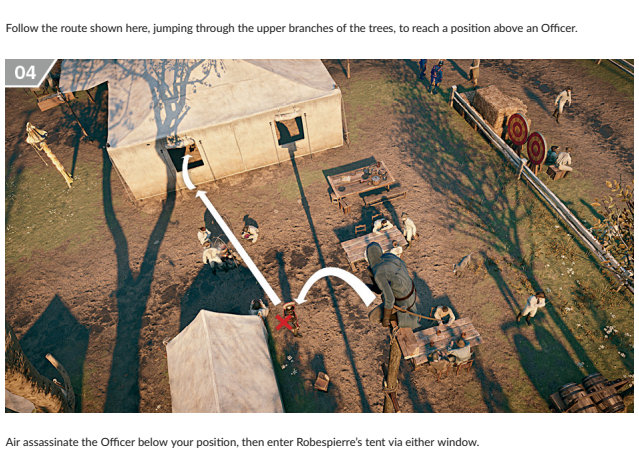
Follow Élise until you near the waypoint and trigger a cutscene. When this ends, take a moment to survey the surrounding area, then follow the path shown on the above screenshot. This takes you to a position close to Robespierre's tent.



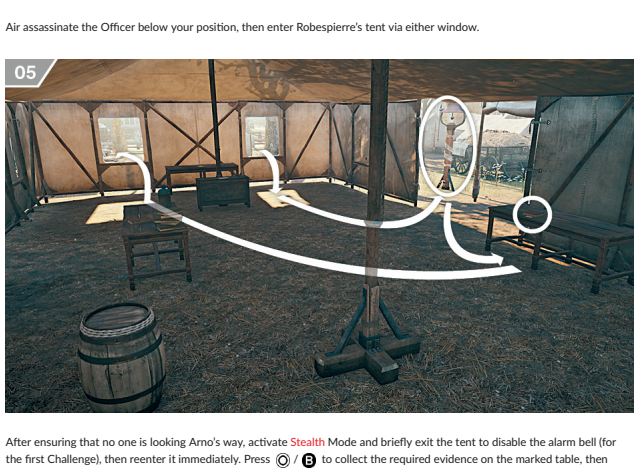
Approach the fence and watch the guards close to the tents just inside the Restricted Area. There are two guardsmen of concern here: one who walks a patrol on the left, and another who follows a long circle around the watchtower. When both are facing away, vault the fence and quietly sneak over to the ladder. You are safe from detection as soon as you reach the top, so don't worry unduly if a guard spots Arno during the climb.



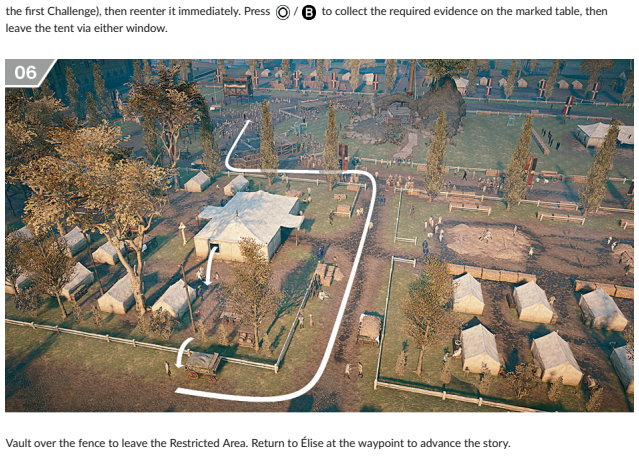
Follow the route shown here, jumping through the upper branches of the trees, to reach a position above an Officer.



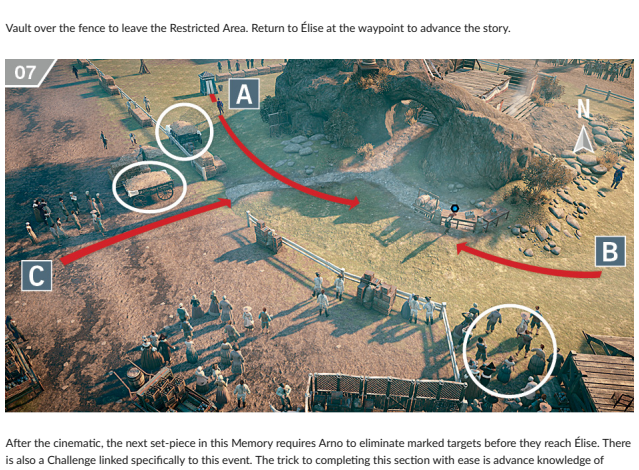
Air assassinate the Officer below your position, then enter Robespierre's tent via either window.



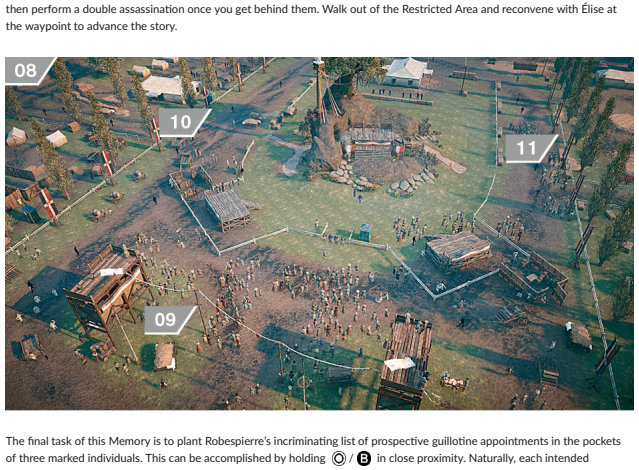
After ensuring that no one is looking Arno's way, activate Stealth Mode and briefly exit the tent to disable the alarm bell (for the first Challenge), then reenter it immediately. Press ◎ / B to collect the required evidence on the marked table, then leave the tent via either window.



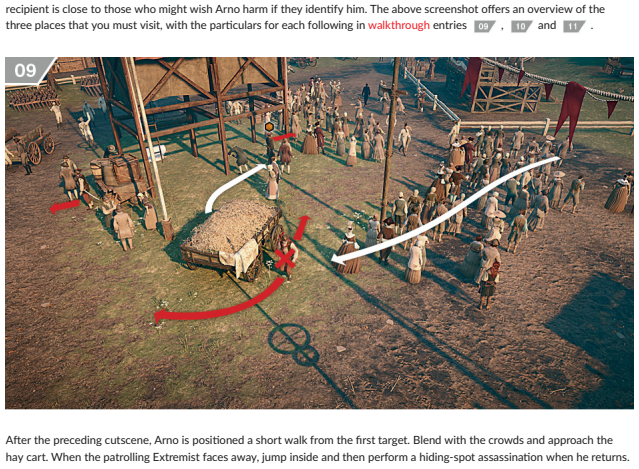
Vault over the fence to leave the Restricted Area. Return to Élise at the waypoint to advance the story.



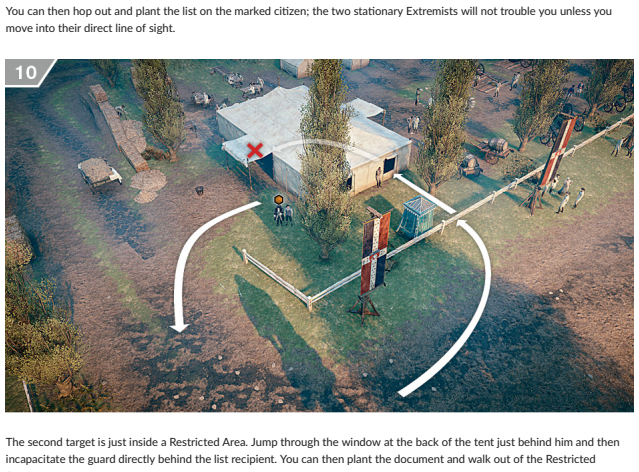
After the cinematic, the next set-piece in this Memory requires Arno to eliminate marked targets before they reach Élise. There is also a Challenge linked specifically to this event. The trick to completing this section with ease is advance knowledge of where the individuals that you must neutralize arrive from. The first guardsman walks in from position A. Hide in the hay cart and stab him from behind, then repeat this with the target at B by Blending in the nearby crowd. With that accomplished, make a dash for the hay cart close to where two guardsmen arrive from location C. Stay out of sight, let them walk past you, then perform a double assassination once you get behind them. Walk out of the Restricted Area and reconvene with Élise at the waypoint to advance the story.



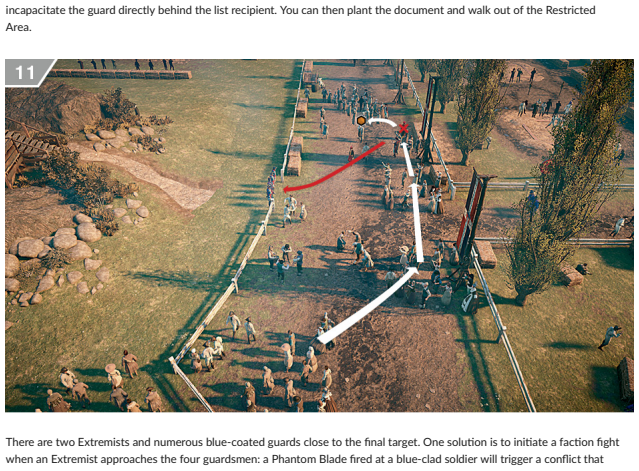
The final task of this Memory is to plant Robespierre's incriminating list of prospective guillotine appointments in the pockets of three marked individuals. This can be accomplished by holding ◎ / B in close proximity. Naturally, each intended recipient is close to those who might wish Arno harm if they identify him. The above screenshot offers an overview of the three places that you must visit, with the particulars for each following in walkthrough entries 09, 10 and 11.



After the preceding cutscene, Arno is positioned a short walk from the first target. Blend with the crowds and approach the hay cart. When the patrolling Extremist faces away, jump inside and then perform a hiding-spot assassination when he returns. You can then hop out and plant the list on the marked citizen; the two stationary Extremists will not trouble you unless you move into their direct line of sight.



The second target is just inside a Restricted Area. Jump through the window at the back of the tent just behind him and then incapacitate the guard directly behind the list recipient. You can then plant the document and walk out of the Restricted Area.



There are two Extremists and numerous blue-coated guards close to the final target. One solution is to initiate a faction fight when an Extremist approaches the four guardsmen: a Phantom Blade fired at a blue-clad soldier will trigger a conflict that usually draws all complicated NPCs out of the area. An equally valid approach is to use Blend assassinations. Hit the first Extremist at the position marked with an X, then wait for his companion to approach to investigate the corpse before you strike for a second time. You can then quickly plant the document and move through the crowds before the bodies are noticed.

Memory 02/“The Fall Of Robespierre”

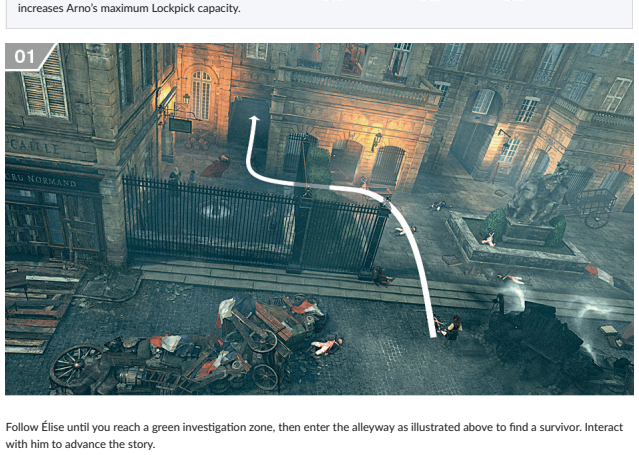
Mission Overview

Challenges

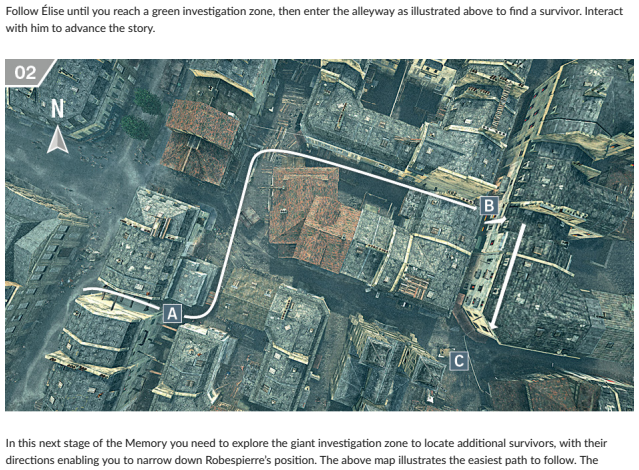
- Don't get into conflict: see 03.
- Lockpick one door: see 13.

Notes & Further Reading

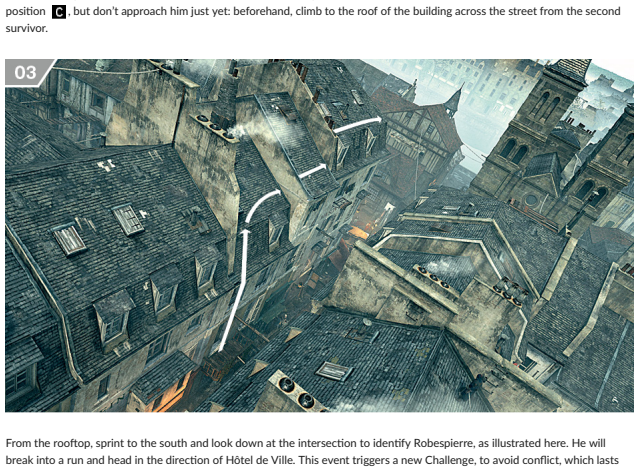
- You must have the Master Locksmith skill (and, unless gifted with almost preternaturally precise reflexes, a plentiful supply of lockpicks) to complete the second Challenge in this Memory. If picking the most advanced locks is not your forte, you may wish to equip a belt (Character Customization ➡ Gear Loadout ➡ Equipment ➡ Waist) that increases Arno's maximum Lockpick capacity.



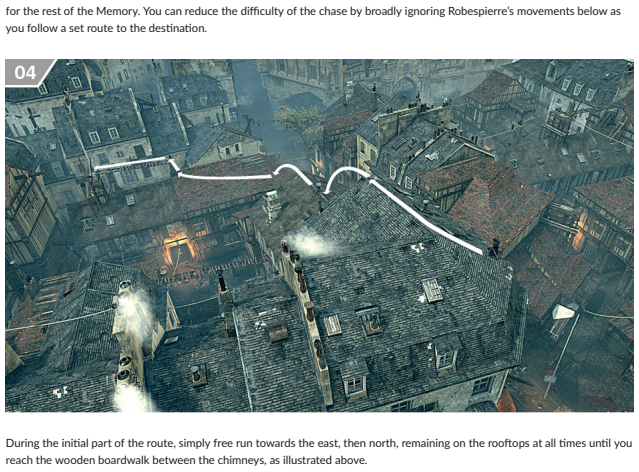
Follow Élise until you reach a green investigation zone, then enter the alleyway as illustrated above to find a survivor. Interact with him to advance the story.



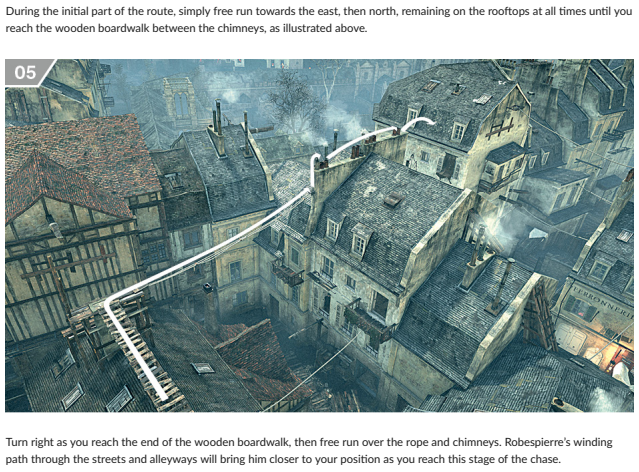
In this next stage of the Memory you need to explore the giant investigation zone to locate additional survivors, with their directions enabling you to narrow down Robespierre's position. The above map illustrates the easiest path to follow. The survivor at A is a short walk over the street and through an alleyway from Arno's start position, though you should quickly check for a nearby Extremist patrol to your right before you set off. The route to the second survivor at B is clear of hostiles if you stay at ground level; after you approach him, the investigation zone narrows to a small circle. Robespierre is located at position C, but don't approach him just yet: beforehand, climb to the roof of the building across the street from the second survivor.



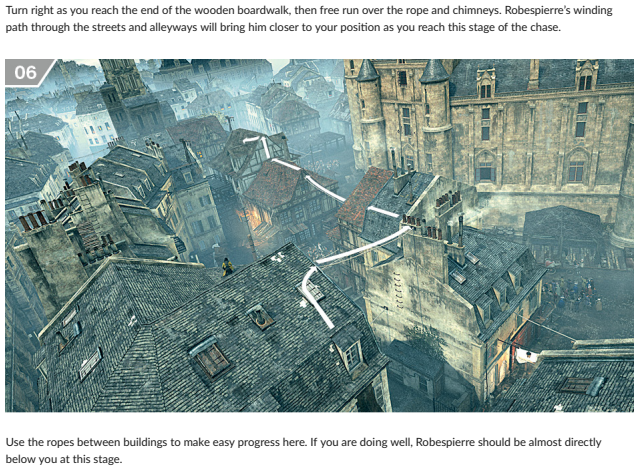
From the rooftop, sprint to the south and look down at the intersection to identify Robespierre, as illustrated here. He will break into a run and head in the direction of Hôtel de Ville. This event triggers a new Challenge, to avoid conflict, which lasts for the rest of the Memory. You can reduce the difficulty of the chase by broadly ignoring Robespierre's movements below as you follow a set route to the destination.



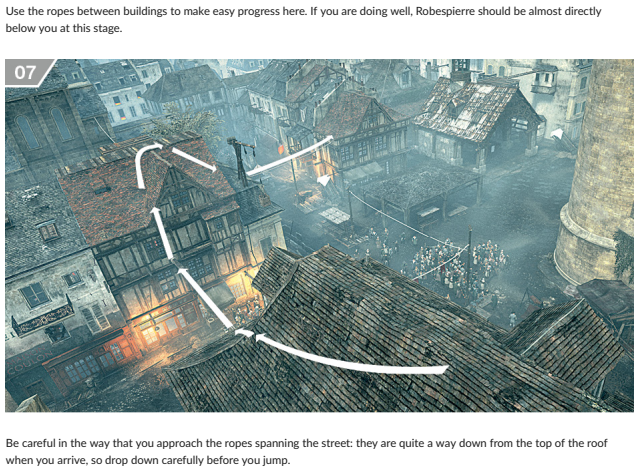
During the initial part of the route, simply free run towards the east, then north, remaining on the rooftops at all times until you reach the wooden boardwalk between the chimneys, as illustrated above.



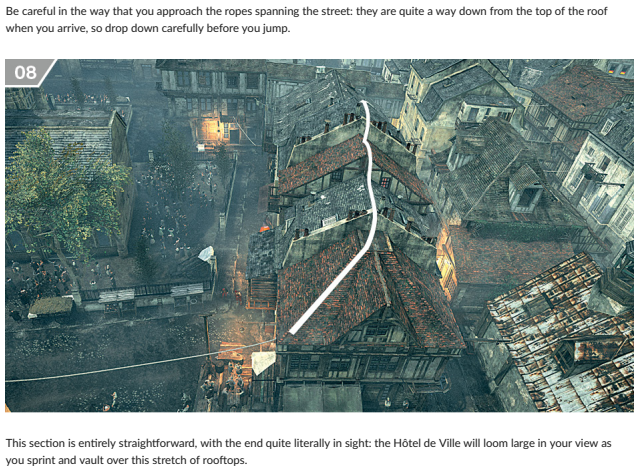
Turn right as you reach the end of the wooden boardwalk, then free run over the rope and chimneys. Robespierre's winding path through the streets and alleyways will bring him closer to your position as you reach this stage of the chase.



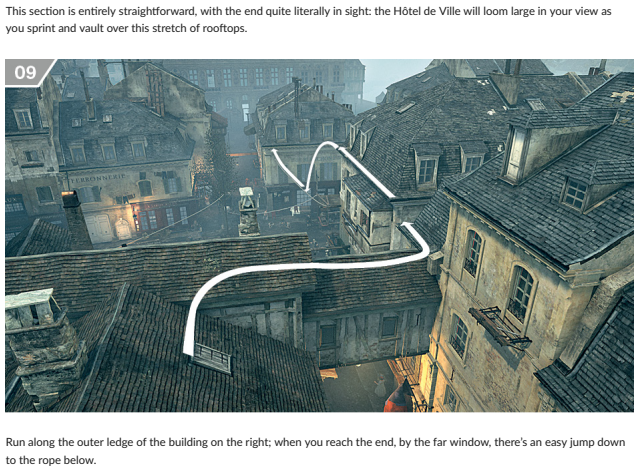
Use the ropes between buildings to make easy progress here. If you are doing well, Robespierre should be almost directly below you at this stage.



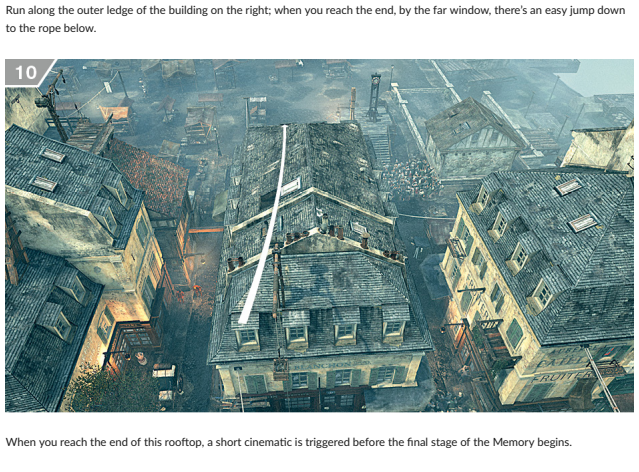
Be careful in the way that you approach the ropes spanning the street: they are quite a way down from the top of the roof when you arrive, so drop down carefully before you jump.



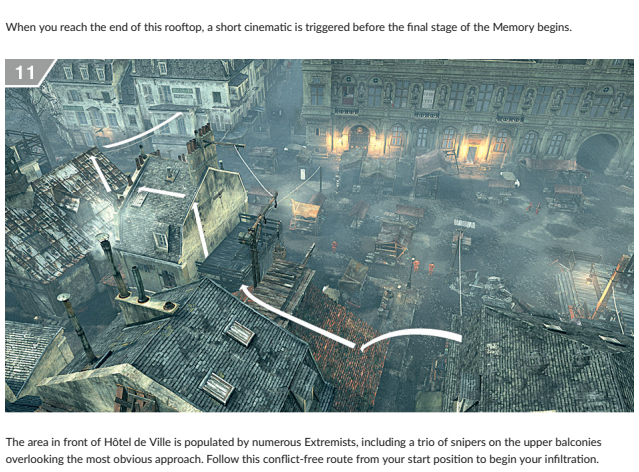
This section is entirely straightforward, with the end quite literally in sight: the Hôtel de Ville will loom large in your view as you sprint and vault over this stretch of rooftops.



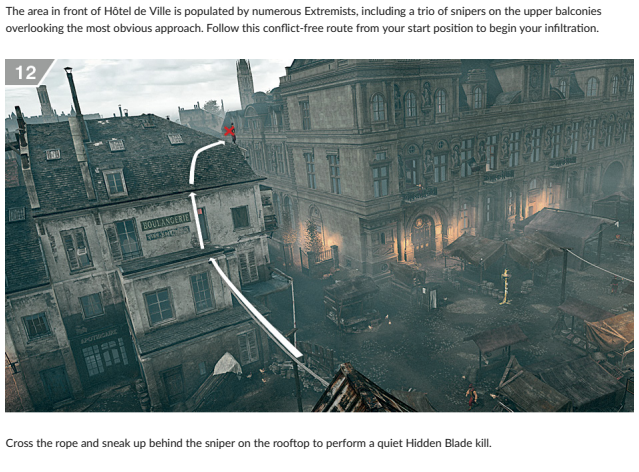
Run along the outer ledge of the building on the right; when you reach the end, by the far window, there's an easy jump down to the rope below.



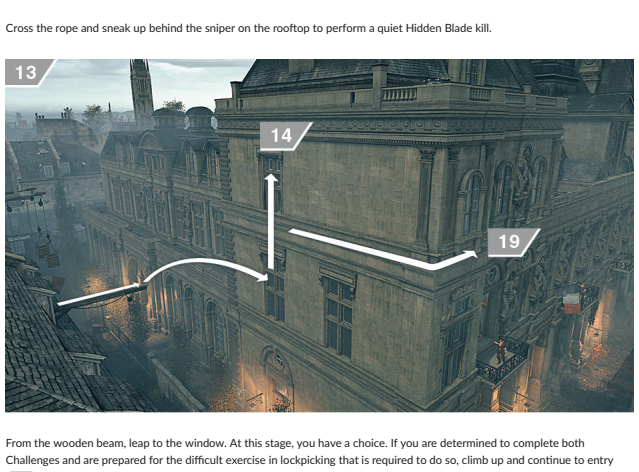
When you reach the end of this rooftop, a short cinematic is triggered before the final stage of the Memory begins.



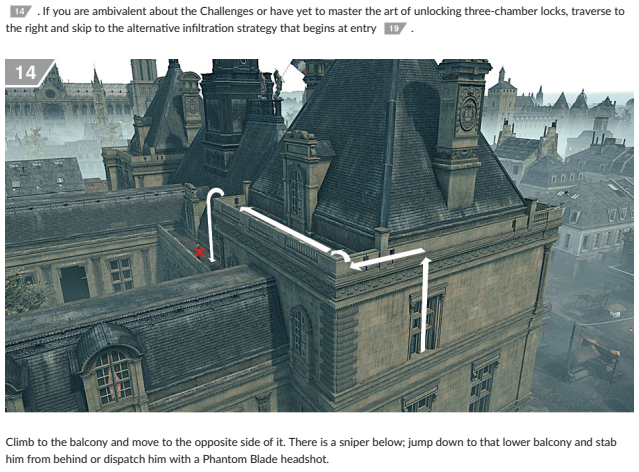
The area in front of Hôtel de Ville is populated by numerous Extremists, including a trio of snipers on the upper balconies overlooking the most obvious approach. Follow this conflict-free route from your start position to begin your infiltration.



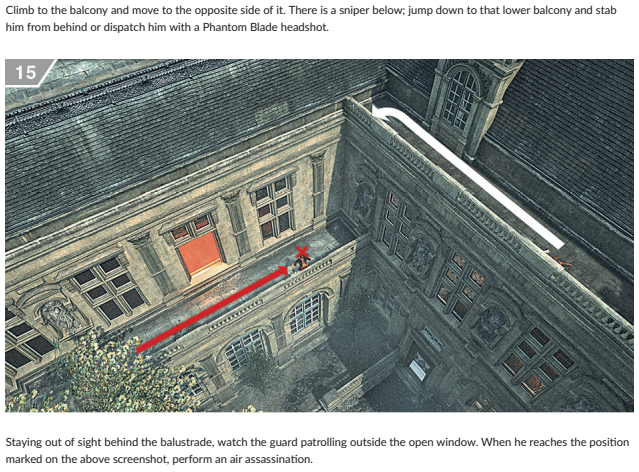
Cross the rope and sneak up behind the sniper on the rooftop to perform a quiet Hidden Blade kill.



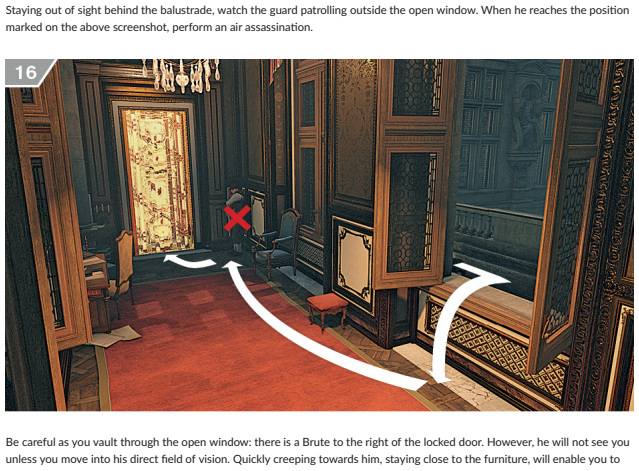
From the wooden beam, leap to the window. At this stage, you have a choice. If you are determined to complete both Challenges and are prepared for the difficult exercise in lockpicking that is required to do so, climb up and continue to entry 14. If you are ambivalent about the Challenges or have yet to master the art of unlocking three-chamber locks, traverse to the right and skip to the alternative infiltration strategy that begins at entry 19.



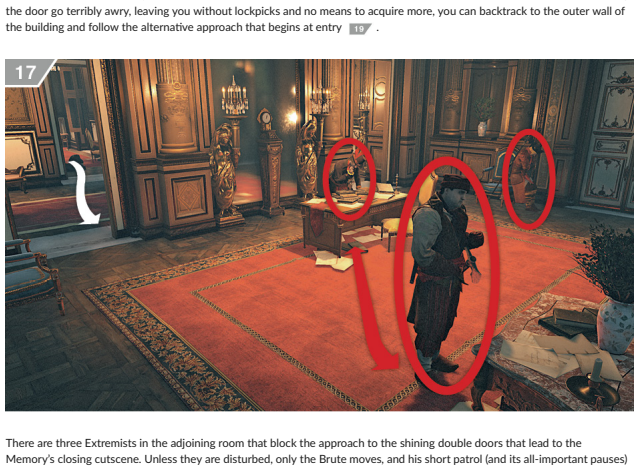
Climb to the balcony and move to the opposite side of it. There is a sniper below; jump down to that lower balcony and stab him from behind or dispatch him with a Phantom Blade headshot.



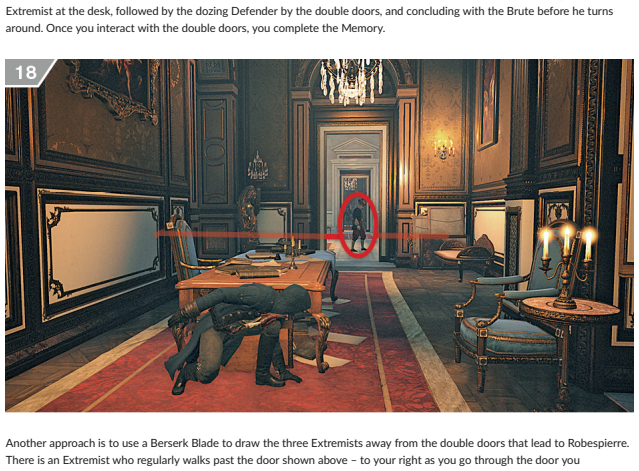
Staying out of sight behind the balustrade, watch the guard patrolling outside the open window. When he reaches the position marked on the above screenshot, perform an air assassination.



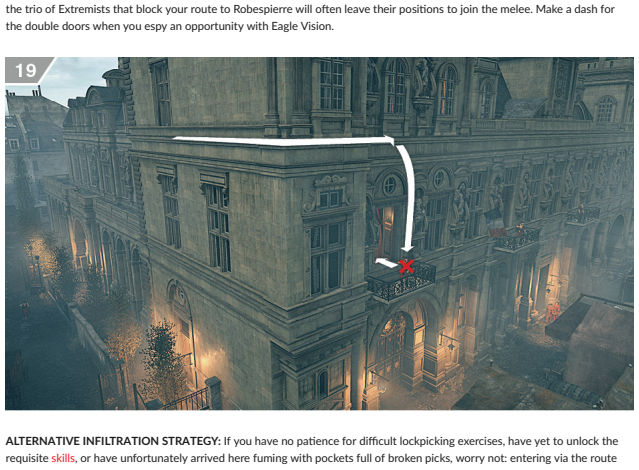
Be careful as you vault through the open window: there is a Brute to the right of the locked door. However, he will not see you unless you move into his direct field of vision. Quickly creeping towards him, staying close to the furniture, will enable you to perform a Hidden Blade kill just before he detects Arno. You can then pick the lock. In the event that your attempts at opening the door go terribly awry, leaving you without lockpicks and no means to acquire more, you can backtrack to the outer wall of the building and follow the alternative approach that begins at entry 19.



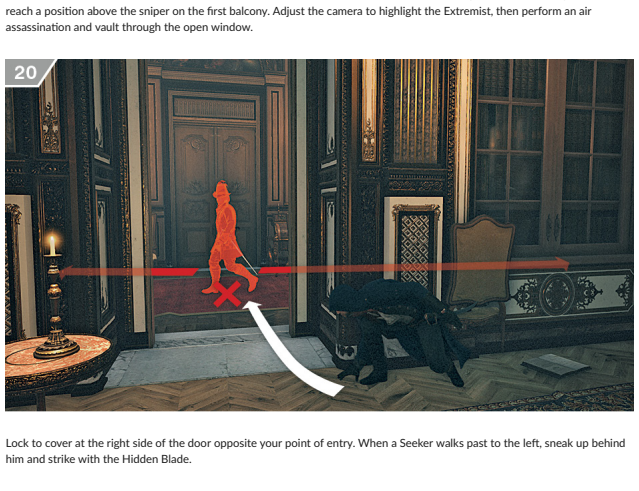
There are three Extremists in the adjoining room that block the approach to the shining double doors that lead to the Memory's closing cutscene. Unless they are disturbed, only the Brute moves, and his short patrol (and its all-important pauses) is easy to memorize. It is possible to eliminate all three with Phantom Blade headshots from the doorway, starting with the Extremist at the desk, followed by the dozing Defender by the double doors, and concluding with the Brute before he turns around. Once you interact with the double doors, you complete the Memory.



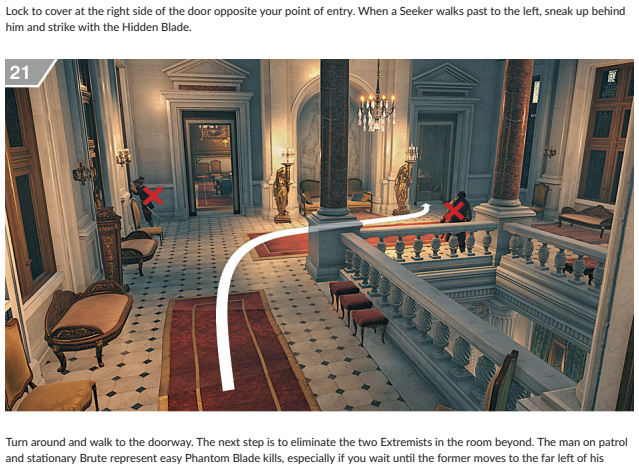
Another approach is to use a Berserk Blade to draw the three Extremists away from the double doors that lead to Robespierre. There is an Extremist who regularly walks past the door shown above – to your right as you go through the door you lockpicked. If you hit him with a Berserk Blade from cover behind the table (a snap-shot with L1 / LT is the easiest way), the trio of Extremists that block your route to Robespierre will often leave their positions to join the melee. Make a dash for the double doors when you espy an opportunity with Eagle Vision.



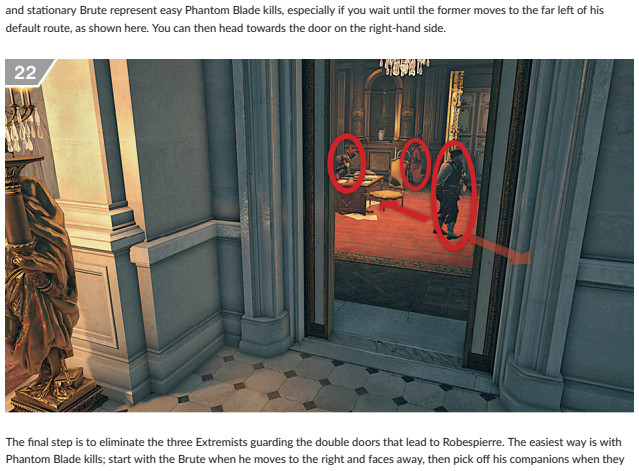
ALTERNATIVE INFILTRATION STRATEGY: If you have no patience for difficult lockpicking exercises, have yet to unlock the requisite skills, or have unfortunately arrived here fuming with pockets full of broken picks, worry not: entering via the route we'll detail here leads to an easy conclusion of the Memory. From the outer wall of the building, traverse to the right until you reach a position above the sniper on the first balcony. Adjust the camera to highlight the Extremist, then perform an air assassination and vault through the open window.



Lock to cover at the right side of the door opposite your point of entry. When a Seeker walks past to the left, sneak up behind him and strike with the Hidden Blade.



Turn around and walk to the doorway. The next step is to eliminate the two Extremists in the room beyond. The man on patrol and stationary Brute represent easy Phantom Blade kills, especially if you wait until the former moves to the far left of his default route, as shown here. You can then head towards the door on the right-hand side.



The final step is to eliminate the three Extremists guarding the double doors that lead to Robespierre. The easiest way is with Phantom Blade kills; start with the Brute when he moves to the right and faces away, then pick off his companions when they move to investigate. Once the coast is clear, interact with the glowing doors to trigger the Memory's closing cutscene.

Memory 03/“The Temple”

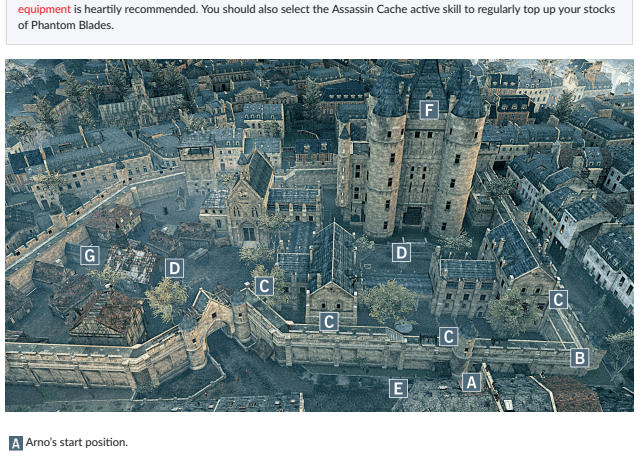
Mission Overview

Challenges

- Three double air assassinations: see 04.
- Two alarm bells sabotaged: see 10.

Notes & Further Reading

- This is one of the most difficult missions in the entire game. With an intimidating number of high-level Extremists occupying the area, a frontal approach is suicidal. Your only option is to use stealth, especially if you plan to complete the Challenges.
- To increase your chances, be sure to bring a full stock of consumables, and equip your best weapons and gear. Having an increased Phantom Blade capacity and a large health bar thanks to the Iron Skin skill and dedicated pieces of equipment is heartily recommended. You should also select the Assassin Cache active skill to regularly top up your stocks of Phantom Blades.



A Arno's start position.

B The fortress's corner, to your right when you begin this mission, is an excellent point of entry for a stealth infiltration, and it offers a convenient way to complete both Challenges.

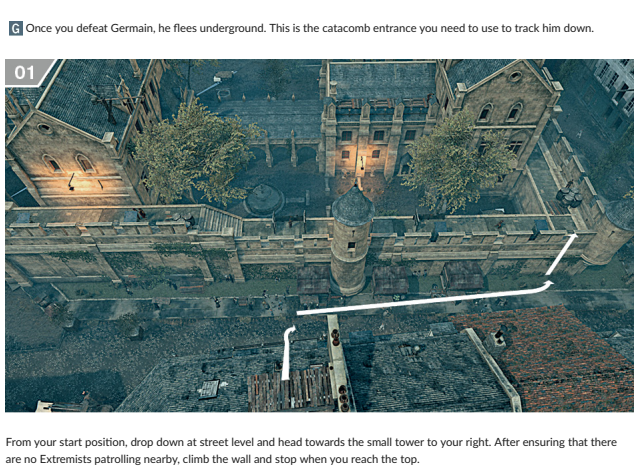
C We have marked four double assassination opportunities here, and we describe them in the walkthrough that follows. You only need three for the related Challenge, but this way you have a "second chance" if one of the other attempts is less than successful.

D The two alarm bells are found in these positions. Given the number of Extremists in their vicinity, you will need to eliminate practically every living being within potential detection radius, starting with the rooftop snipers, to be able to sabotage them.

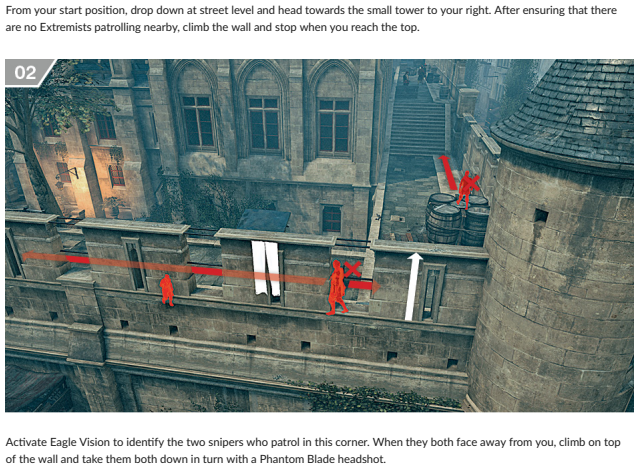
E If you run out of consumables at any point during the infiltration, you can make a quick detour to this shop to restock. This is especially useful for Phantom Blades, which you will need in large quantities.

F Germain awaits at the top of the central tower. You have to stab him once to trigger the next step of the mission.

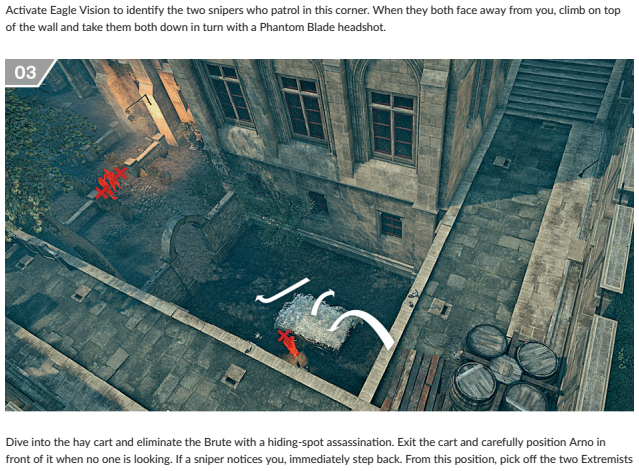
G Once you defeat Germain, he flees underground. This is the catacomb entrance you need to use to track him down.



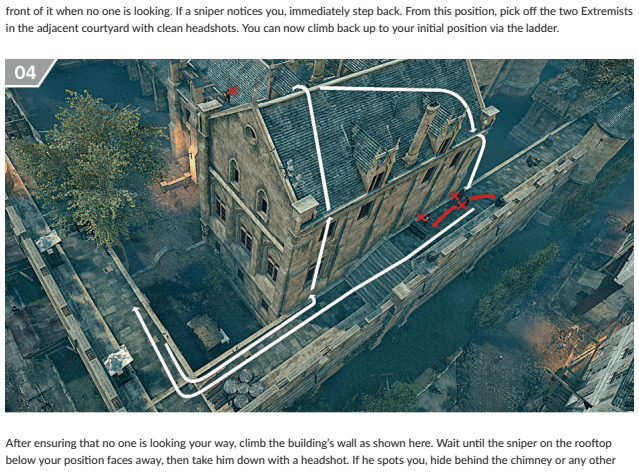
From your start position, drop down at street level and head towards the small tower to your right. After ensuring that there are no Extremists patrolling nearby, climb the wall and stop when you reach the top.



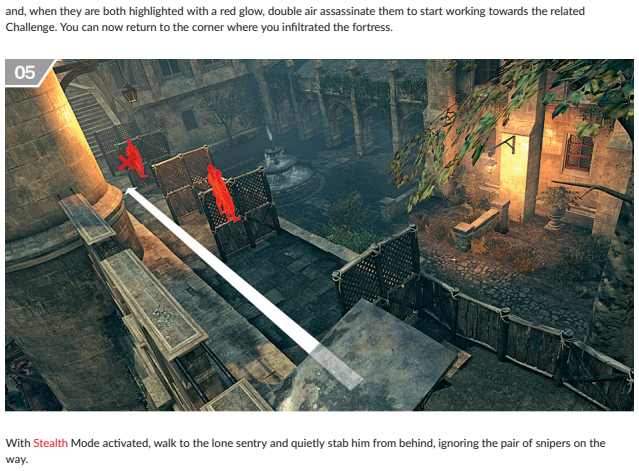
Activate Eagle Vision to identify the two snipers who patrol in this corner. When they both face away from you, climb on top of the wall and take them both down in turn with a Phantom Blade headshot.



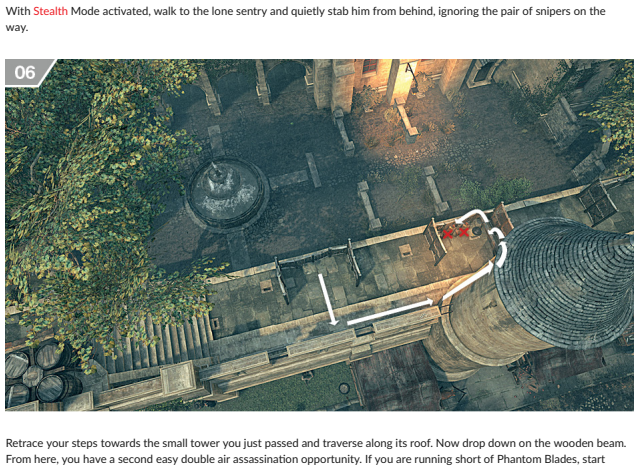
Dive into the hay cart and eliminate the Brute with a hiding-spot assassination. Exit the cart and carefully position Arno in front of it when no one is looking. If a sniper notices you, immediately step back. From this position, pick off the two Extremists in the adjacent courtyard with clean headshots. You can now climb back up to your initial position via the ladder.



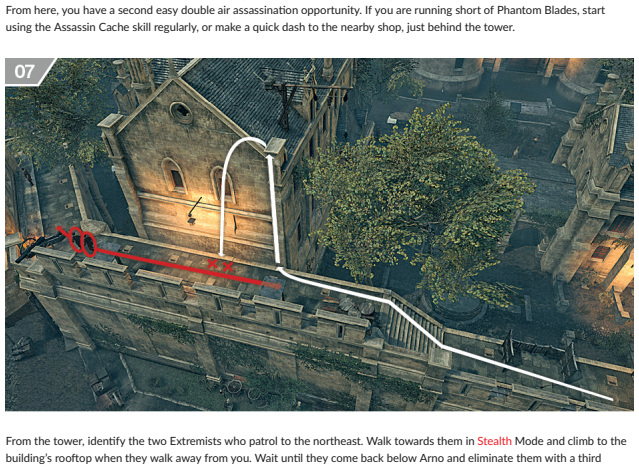
After ensuring that no one is looking your way, climb the building's wall as shown here. Wait until the sniper on the rooftop below your position faces away, then take him down with a headshot. If he spots you, hide behind the chimney or any other obstacle. Once he's dead, turn around and move to the western corner of the building. When the two patrolling Extremists walk away, pick off the Brute below your position. The two prowling soldiers will come to investigate: stand just above them and, when they are both highlighted with a red glow, double air assassinate them to start working towards the related Challenge. You can now return to the corner where you infiltrated the fortress.



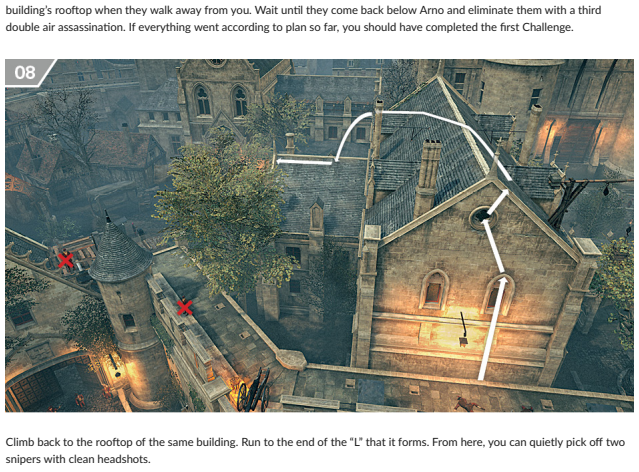
With Stealth Mode activated, walk to the lone sentry and quietly stab him from behind, ignoring the pair of snipers on the way.



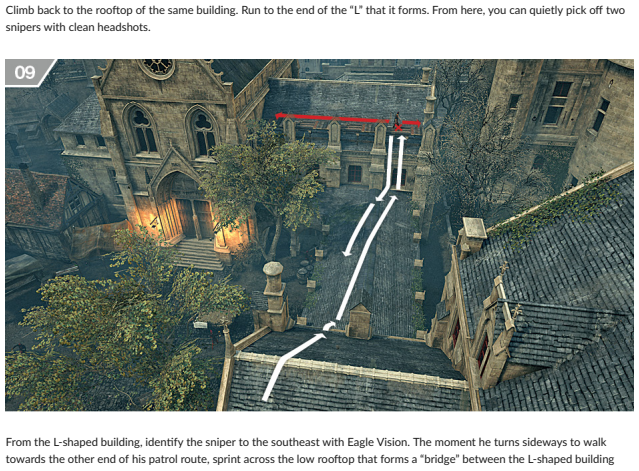
Retrace your steps towards the small tower you just passed and traverse along its roof. Now drop down on the wooden beam. From here, you have a second easy double air assassination opportunity. If you are running short of Phantom Blades, start using the Assassin Cache skill regularly, or make a quick dash to the nearby shop, just behind the tower.



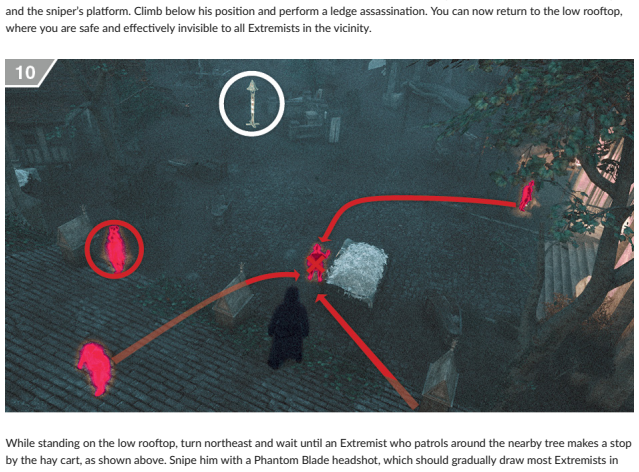
From the tower, identify the two Extremists who patrol to the northeast. Walk towards them in Stealth Mode and climb to the building's rooftop when they walk away from you. Wait until they come back below Arno and eliminate them with a third double air assassination. If everything went according to plan so far, you should have completed the first Challenge.



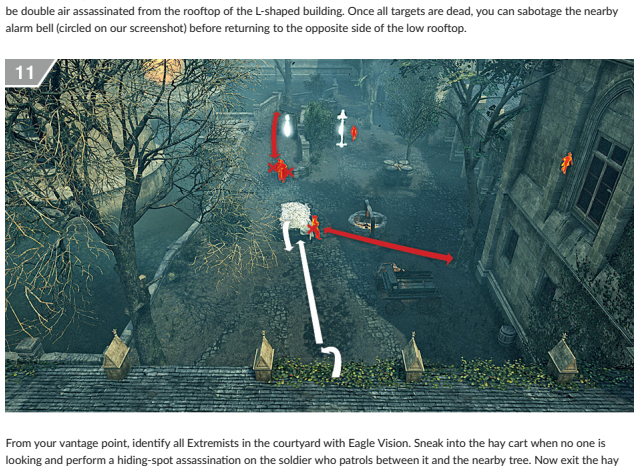
Climb back to the rooftop of the same building. Run to the end of the “L” that it forms. From here, you can quietly pick off two snipers with clean headshots.



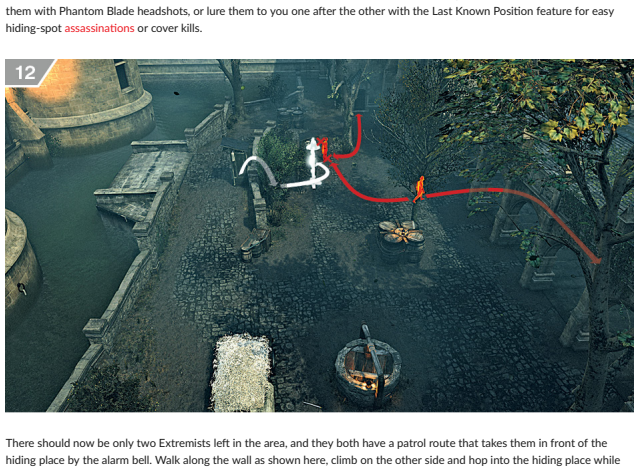
From the L-shaped building, identify the sniper to the southeast with Eagle Vision. The moment he turns sideways to walk towards the other end of his patrol route, sprint across the low rooftop that forms a “bridge” between the L-shaped building and the sniper's platform. Climb below his position and perform a ledge assassination. You can now return to the low rooftop, where you are safe and effectively invisible to all Extremists in the vicinity.



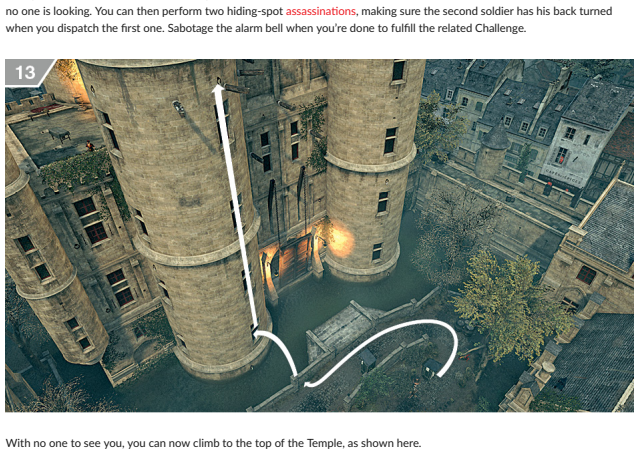
While standing on the low rooftop, turn northeast and wait until an Extremist who patrols around the nearby tree makes a stop by the hay cart, as shown above. Snipe him with a Phantom Blade headshot, which should gradually draw most Extremists in the area towards the body. Pick them off one by one with maximum accuracy: any missed headshot will raise the alarm. Consider leaving the pair highlighted on our screenshot alive if you haven't yet completed the first Challenge: they can easily be double air assassinated from the rooftop of the L-shaped building. Once all targets are dead, you can sabotage the nearby alarm bell (circled on our screenshot) before returning to the opposite side of the low rooftop.



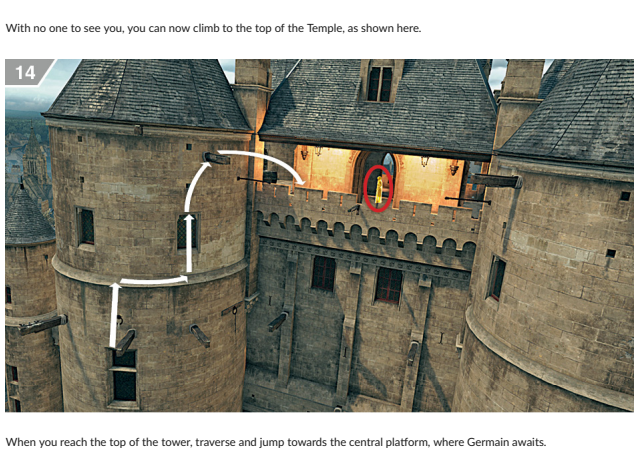
From your vantage point, identify all Extremists in the courtyard with Eagle Vision. Sneak into the hay cart when no one is looking and perform a hiding-spot assassination on the soldier who patrols between it and the nearby tree. Now exit the hay cart on the same side that you entered it, and eliminate the two Extremists who patrol along the wall. You can either snipe them with Phantom Blade headshots, or lure them to you one after the other with the Last Known Position feature for easy hiding-spot assassinations or cover kills.



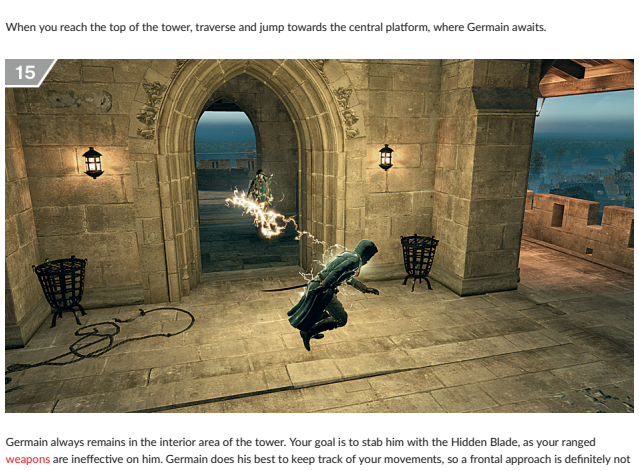
There should now be only two Extremists left in the area, and they both have a patrol route that takes them in front of the hiding place by the alarm bell. Walk along the wall as shown here, climb on the other side and hop into the hiding place while no one is looking. You can then perform two hiding-spot assassinations, making sure the second soldier has his back turned when you dispatch the first one. Sabotage the alarm bell when you're done to fulfill the related Challenge.



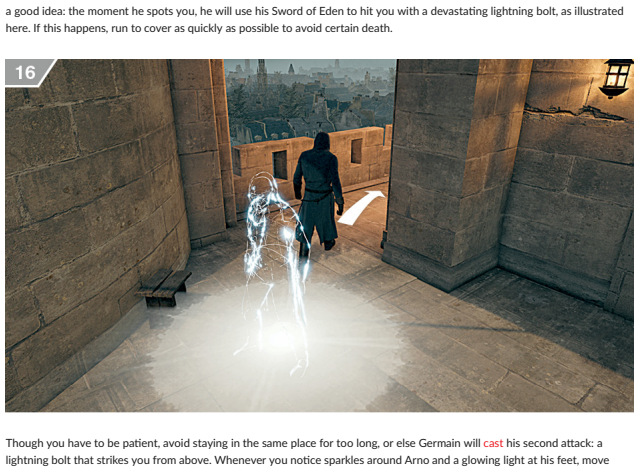
With no one to see you, you can now climb to the top of the Temple, as shown here.



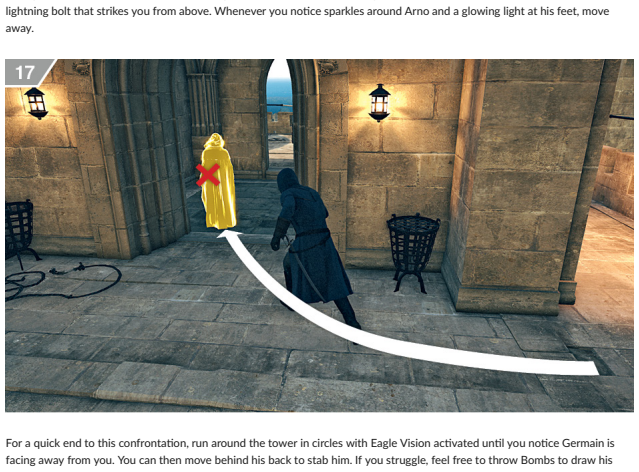
When you reach the top of the tower, traverse and jump towards the central platform, where Germain awaits.



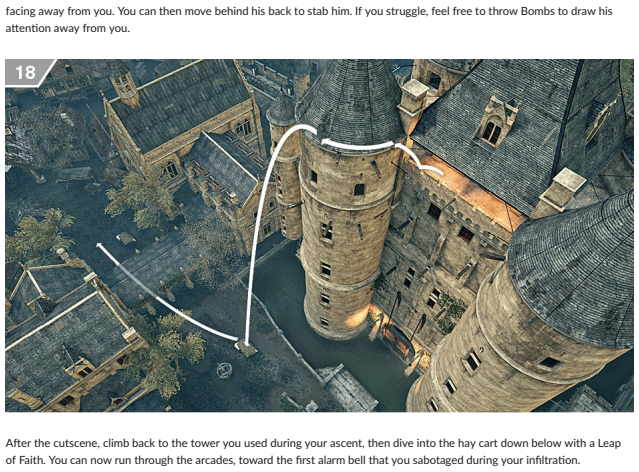
Germain always remains in the interior area of the tower. Your goal is to stab him with the Hidden Blade, as your ranged weapons are ineffective on him. Germain does his best to keep track of your movements, so a frontal approach is definitely not a good idea: the moment he spots you, he will use his Sword of Eden to hit you with a devastating lightning bolt, as illustrated here. If this happens, run to cover as quickly as possible to avoid certain death.



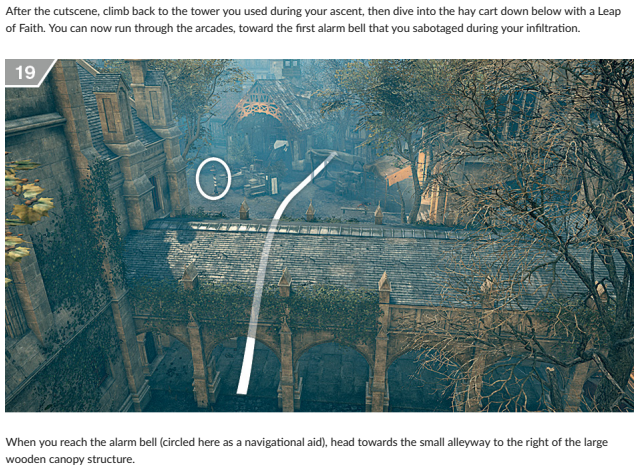
Though you have to be patient, avoid staying in the same place for too long, or else Germain will cast his second attack: a lightning bolt that strikes you from above. Whenever you notice sparkles around Arno and a glowing light at his feet, move away.



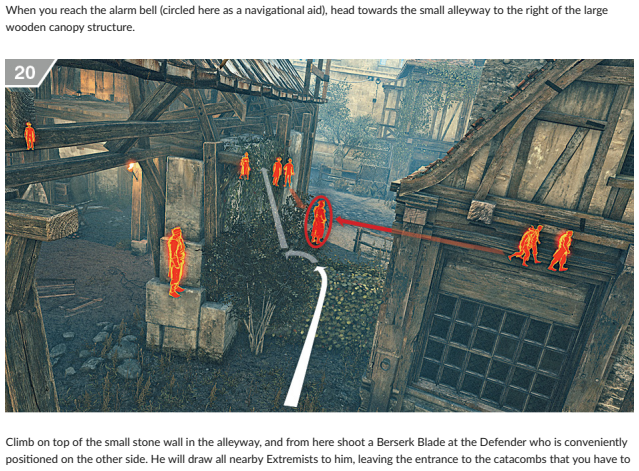
For a quick end to this confrontation, run around the tower in circles with Eagle Vision activated until you notice Germain is facing away from you. You can then move behind his back to stab him. If you struggle, feel free to throw Bombs to draw his attention away from you.



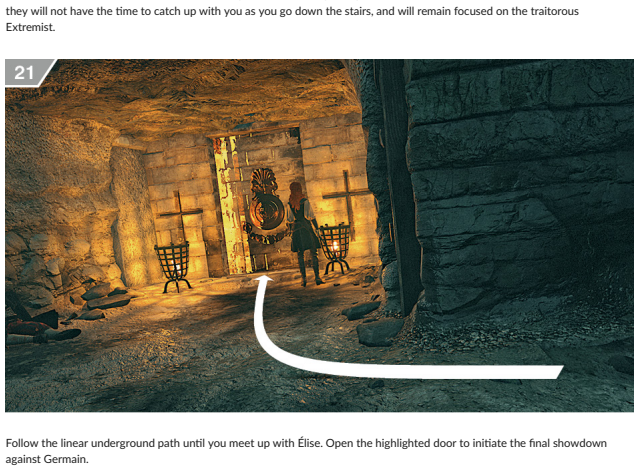
After the cutscene, climb back to the tower you used during your ascent, then dive into the hay cart down below with a Leap of Faith. You can now run through the arcades, toward the first alarm bell that you sabotaged during your infiltration.



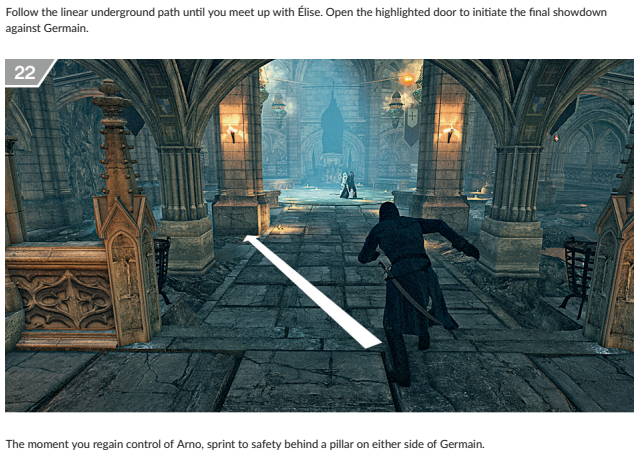
When you reach the alarm bell (circled here as a navigational aid), head towards the small alleyway to the right of the large wooden canopy structure.



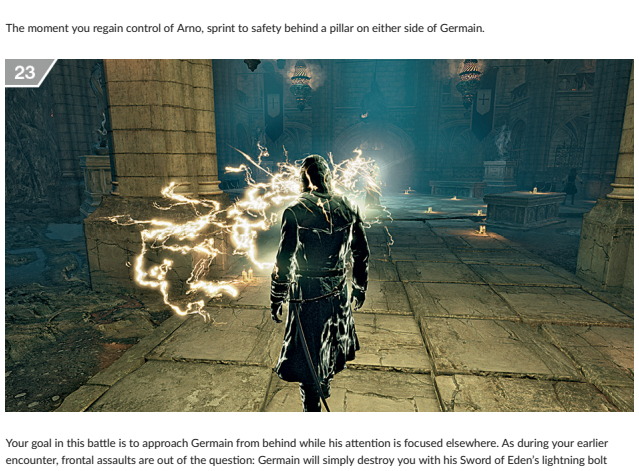
Climb on top of the small stone wall in the alleyway, and from here shoot a Berserk Blade at the Defender who is conveniently positioned on the other side. He will draw all nearby Extremists to him, leaving the entrance to the catacombs that you have to go through completely unattended. Though you could kill all enemies using Poison Gas Bombs and Phantom Blades, there really is no reason to do so. Simply sprint through the entrance, ignoring all Extremists on the way. Even if some notice you, they will not have the time to catch up with you as you go down the stairs, and will remain focused on the traitorous Extremist.



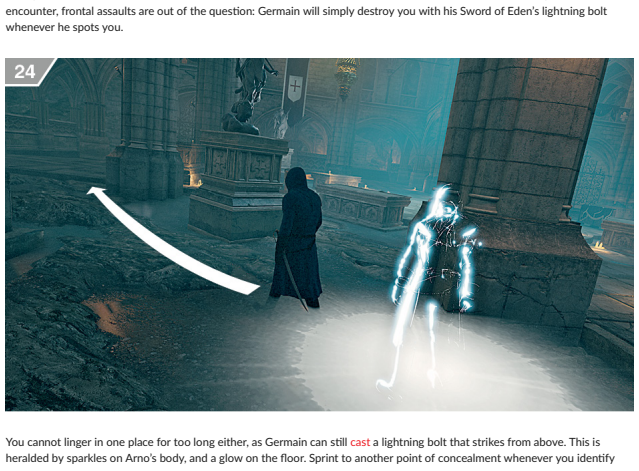
Follow the linear underground path until you meet up with Élise. Open the highlighted door to initiate the final showdown against Germain.



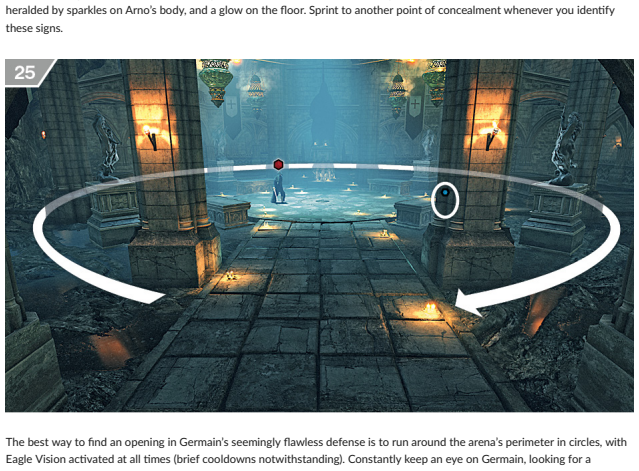
The moment you regain control of Arno, sprint to safety behind a pillar on either side of Germain.



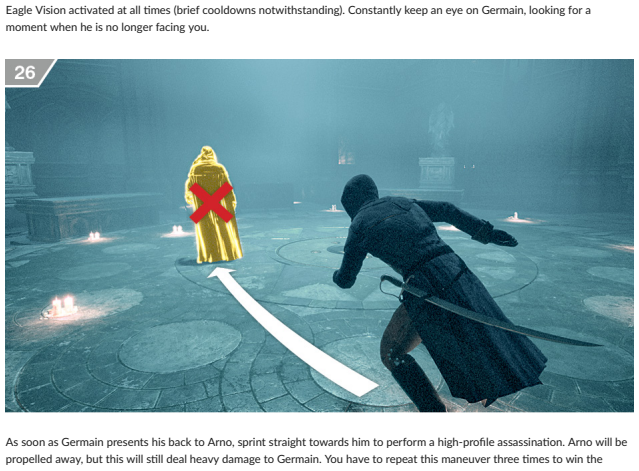
Your goal in this battle is to approach Germain from behind while his attention is focused elsewhere. As during your earlier encounter, frontal assaults are out of the question: Germain will simply destroy you with his Sword of Eden's lightning bolt whenever he spots you.



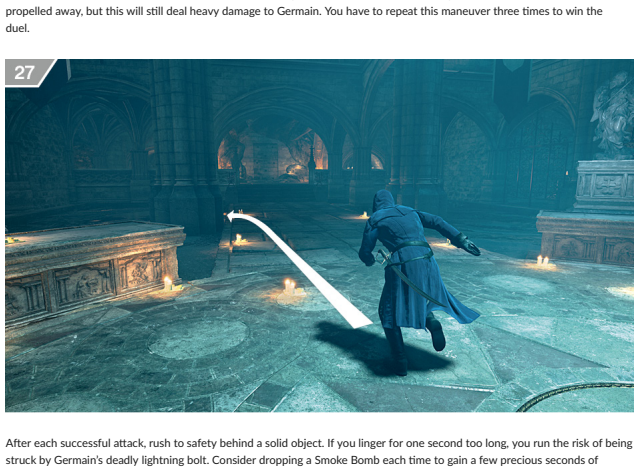
You cannot linger in one place for too long either, as Germain can still cast a lightning bolt that strikes from above. This is heralded by sparkles on Arno's body, and a glow on the floor. Sprint to another point of concealment whenever you identify these signs.



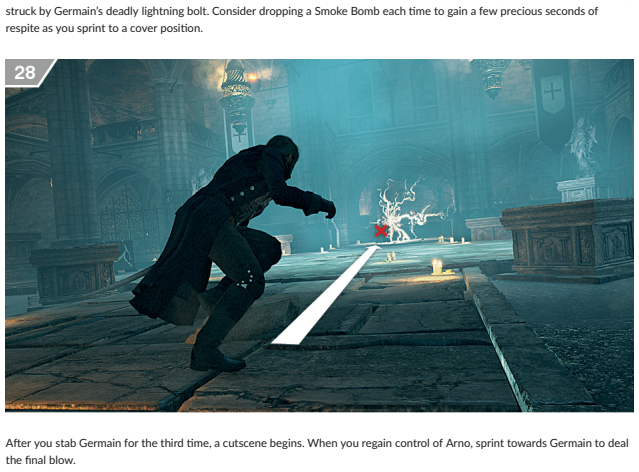
The best way to find an opening in Germain's seemingly flawless defense is to run around the arena's perimeter in circles, with Eagle Vision activated at all times (brief cooldowns notwithstanding). Constantly keep an eye on Germain, looking for a moment when he is no longer facing you.



As soon as Germain presents his back to Arno, sprint straight towards him to perform a high-profile assassination. Arno will be propelled away, but this will still deal heavy damage to Germain. You have to repeat this maneuver three times to win the duel.



After each successful attack, rush to safety behind a solid object. If you linger for one second too long, you run the risk of being struck by Germain's deadly lightning bolt. Consider dropping a Smoke Bomb each time to gain a few precious seconds of respite as you sprint to a cover position.



After you stab Germain for the third time, a cutscene begins. When you regain control of Arno, sprint towards Germain to deal the final blow.

Post-Story Play

After the closing credits (which you can skip by holding ◎ / B), Arno is returned to the streets of Paris, marking the end of the main storyline – but, for most players, the game will be far from over. You can now return to completing all remaining side quests, optional activities and Challenges. For the remaining steps in your journey to 100% Total Sync, we now hand over to the Side Quests chapter that lies just over the page.

Reference & Analysis

Introduction

In this chapter we take an in-depth look at the many systems that lie beneath the surface of the Assassin’s Creed Unity experience, in an attempt to help you optimize your progression through the game. We also offer a breakdown of the steps required to obtain all Trophies/Achievements for players looking to complete every last challenge, and a useful checklist of all missions and rewards.

Reference & Analysis

Fast Travel

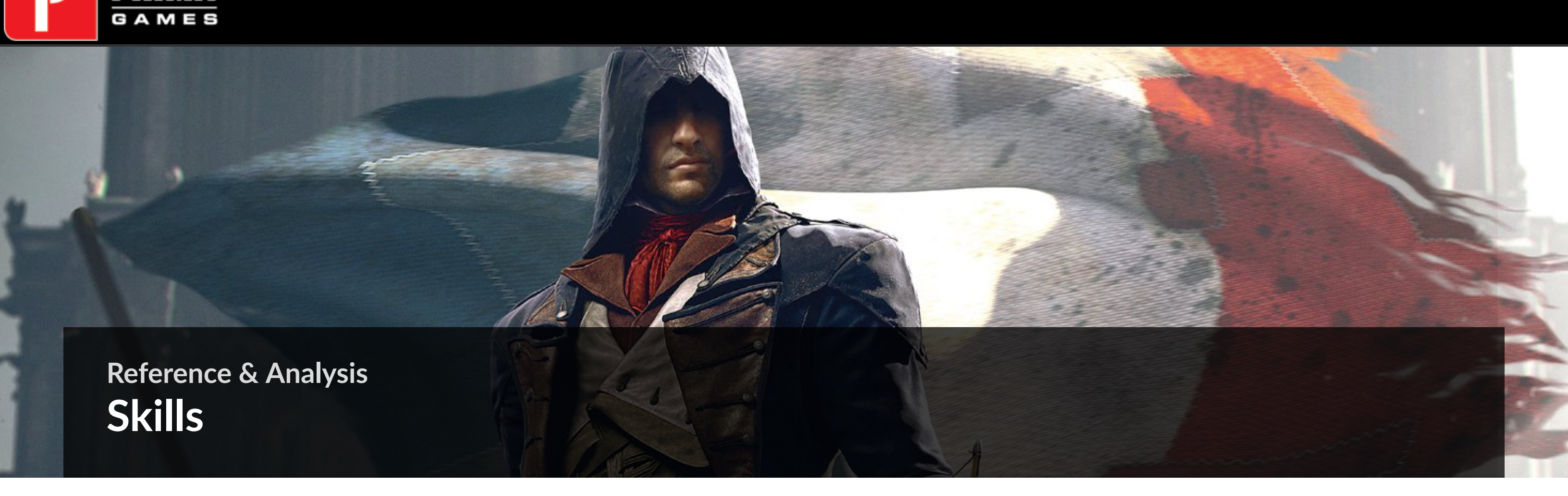
The Fast Travel network is a phenomenally useful system in Assassin's Creed Unity, as it enables you to avoid potential hours spent in transit between destinations. This should be your primary method of abbreviating journeys between locations, or even to move from one side of an individual region to another.

There are two types of Fast Travel points:

- Synchronized Viewpoints (⏩)
- Renovated Cafés/Social Clubs (🏠)

To Fast Travel to a Viewpoint or Social Club, bring up the main map screen, select the destination of your choice and press ▢ / ⓧ , then confirm your decision when the prompt appears. After a brief loading break, Arno will arrive in the specified location.

If you wish to return to Versailles, the setting of the early story Memories in Sequence 01, you will find a special Fast Travel position outside the Café Théâtre.



Reference & Analysis

Skills

Skills are unlockable abilities that can be either passive (a permanent trait) or active (a move that you have to activate when you want to use it).

To unlock skills, you need to satisfy the requirements listed in the following table, and to have sufficient Sync Points (▲) to purchase them. Sync Points are acquired by completing main story Memories and Co-op Missions, and by retrieving Sync Point collectibles during Co-op Missions. To purchase a skill, simply open the Character Customization menu and select the one you're interested in.

At any given time, you can have one of four active skills assigned to ✣ : Disguise, Assassin Cache, Communal Sense, or Group Healing. These skills are especially useful during co-op sessions as their benefits can be shared with the entire team, but you can also activate them while playing alone. To select one, follow this path through the menus:

Character Customization ➡ Gear Loadout ➡ Boosts and Co-op Skills

If you don't know where to start, we suggest you prioritize the following skills for a balanced development path:

1. Ranged Weapon

2. Apprentice Locksmith

3. Staggering Strike

4. Thick Skin

5. Assassin Cache

6. Double Assassination

7. Double Air Assassination

8. Journeyman Locksmith

9. Thicker Skin

10. Ground Execution

11. Bombs: Poison Gas

12. Master Locksmith

13. Thickest Skin

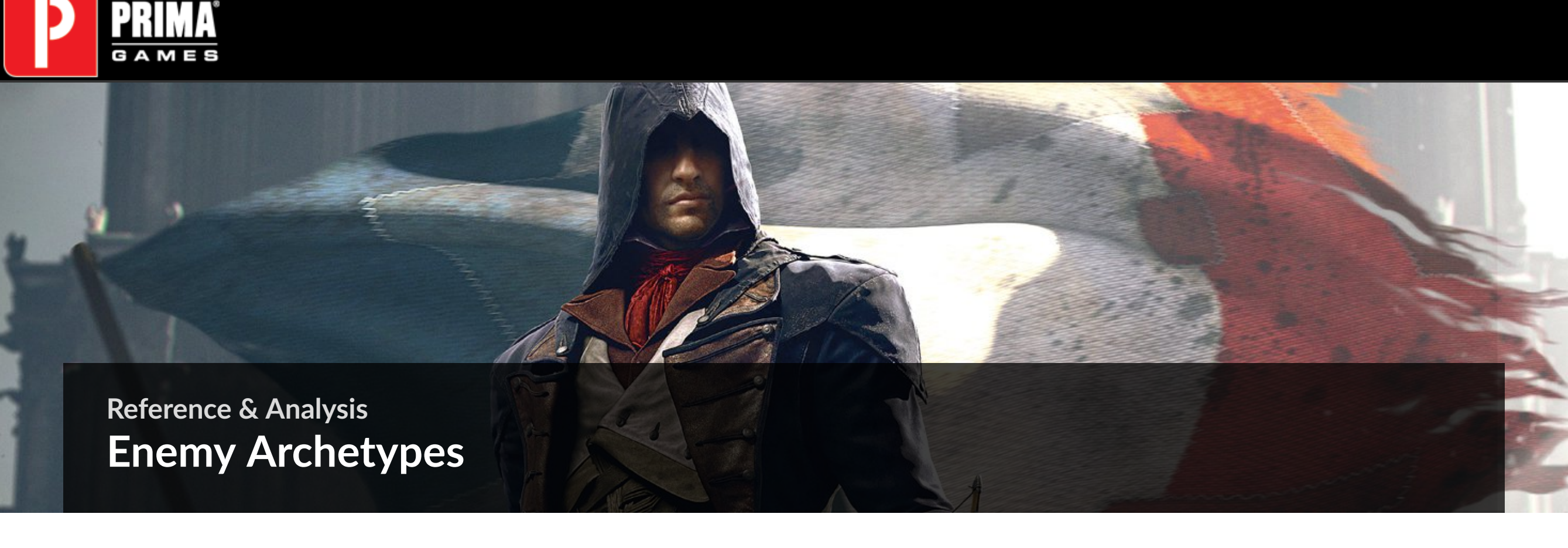
14. Improved Phantom Blade

15. Iron Skin

Note: Values presented in these tables may be adjusted in post-release patches.

Skills: Overview

Category	Icon	Skill	Description	Cost (▲)	Requirement(s)
Melee		**Staggering Strike**	■A shoulder charge that briefly incapacitates or knocks down targets. ■If you quickfire a ranged weapon during the short window when a target is incapacitated by a Staggering Strike, you perform a guaranteed instant kill, whatever the archetype you're facing.	2	Complete Sequence 02
Melee		**Long Weapon Master**	■The ability to perform Strong Attacks with Long Weapons (hold ☐ / Ⓧ , then release). ■This move will knock down any target, which can usually be followed up with a lethal Ground Execution once you have unlocked that skill.	4	Complete Sequence 05
Melee		**Heavy Weapon Master**	■The ability to perform Strong Attacks with Heavy Weapons (hold ☐ / Ⓧ , then release). ■This move inflicts massive damage on the victim, and cannot be parried.	4	Complete Sequence 05
Melee		**One-Handed Weapon Master**	■The ability to perform Strong Attacks with One-Handed Weapons (hold ☐ / Ⓧ , then release). ■This move cannot be parried by the target, which makes it very useful against the more advanced archetypes, who otherwise block your blows. It is possible to perform combos of two standard attacks followed by a Strong Attack and repeat this constantly, without ever allowing your victim the time to react. This technique is especially effective against Brutes.	4	Complete Sequence 05
Melee		**Ground Execution**	■A lethal strike performed on targets while they lie prone. ■This essential move enables you to eliminate most targets very quickly. You can perform it after a Perfect Parry followed up by a Staggering Strike, or after Strong Attacks executed with a heavy or long weapon. ■Seekers and Officers will generally roll sideways to dodge a Ground Execution.	8	Complete Sequence 09
Ranged		**Ranged Weapon**	■The ability to use firearms. ■Pistols are lethal against any target if you manage to land a headshot, but the noise they cause will usually alert all guards in the vicinity. From Sequence 04 onwards, the Phantom Blades are a much quieter alternative in stealth scenarios. ■During open conflict, if you quickfire a firearm during the short window when a target is incapacitated by a Staggering Strike, you perform a guaranteed instant kill, no matter the archetype you are facing.	1	Complete Sequence 02
Ranged		**Assassin Cache**	■The ability for you and your allies to replenish your stocks of multiple consumables: Ammunition, Phantom Blades, Smoke Bombs, Stun Bombs, Cherry Bombs, Money Pouches, and Lockpicks. ■Press ✣ to activate.	10	Complete Sequence 02
Ranged		**Bombs: Money Pouch**	■The ability to use the Money Pouch tool. ■Each Money Pouch that you throw near civilians enables you to create an improvised Blending opportunity.	2	Complete Sequence 02
Ranged		**Bombs: Stun Bombs**	■The ability to use the Stun Bomb tool. ■Stun Bombs incapacitate their targets for five seconds.	2	Complete Sequence 02
Ranged		**Improved Phantom Blade**	■The ability to fire two Phantom Blades in a row without reloading, enabling Arno to eliminate two targets stealthily from a distance in a very short timeframe.	8	Complete Sequence 09
Ranged		**Bombs: Poison Gas**	■The ability to use the Poison Gas tool. ■These bombs trigger a circular gas cloud that gradually depletes the health bars of all victims within its radius. However, they also have a deleterious effect on Arno's wellbeing – be sure to vacate the area quickly if he is inside the cloud.	8	Complete Sequence 09
Stealth		**Communal Sense**	■The ability to share Eagle Vision with allied players. ■This skill is only useful when playing Co-op Missions and Heists. ■Press ✣ to activate.	4	Complete Sequence 02
Stealth		**Disguise**	■The ability to disguise yourself (and nearby allies when playing co-op) as a selected target for a short period of time. ■Press ✣ to activate. ■High Profile actions such as running and climbing, or moving too close to an enemy, will cause the subterfuge to fail immediately.	6	Complete Sequence 02
Stealth		**Apprentice Locksmith**	■The ability to pick the lock on doors and chests. ■You cannot pick any lock until you have purchased this skill, so make it a priority in the early Sequences.	2	Complete Sequence 02
Stealth		**Journeyman Locksmith**	■Increased proficiency at lockpicking. ■This slows the cursor's speed and increases the size of the safe zone during lockpicking sequences.	6	Apprentice Locksmith skill; Complete Sequence 05
Stealth		**Master Locksmith**	■Further increased proficiency at lockpicking. ■This slows the cursor's speed and increases the size of the safe zone even more.	9	Journeyman Locksmith skill; Complete Sequence 09
Stealth		**Roll Recovery**	■The ability to recover from falls faster and with reduced damage. ■Press ◎ / Ⓑ when landing to perform this move .	2	Complete Sequence 02
Stealth		**Double Air Assassination**	■The ability to assassinate two targets standing close to each other after jumping on them from above. ■Both targets must be highlighted with a red outline for this skill to work. ■This is an essential skill during stealth infiltrations, enabling you to eliminate two targets in close proximity.	4	Complete Sequence 05
Stealth		**Double Assassination**	■The ability to assassinate two nearby targets simultaneously while level with them. Approaching from behind is always better. ■Both targets must be highlighted with a red outline for this skill to work. ■Another essential skill during stealth infiltrations.	4	Complete Sequence 05
Stealth		**Environmental Blending**	■An extension of Arno's natural ability to blend to avoid detection, this skill confers the ability to blend using objects such as benches. ■This is only possible if civilians occupy the position in question.	1	Complete Sequence 05
Health		**Group Healing**	■The ability to heal nearby players when playing Co-op Missions and Heists. ■Press ✣ to activate.	10	Complete Sequence 02
Health		**Thick Skin**	■The ability to withstand more damage in combat.	2	Complete Sequence 02
Health		**Thicker Skin**	■The ability to withstand more damage in combat than with the previous skill.	5	Thick Skin; Complete Sequence 05
Health		**Thickest Skin**	■The ability to withstand more damage in combat than with the previous skill.	9	Thicker Skin; Complete Sequence 09
Health		**Iron Skin**	■The ability to withstand more damage in combat than with the previous skill.	12	Thickest Skin; Complete Sequence 09



Reference & Analysis

Enemy Archetypes

All opponents in Assassin's Creed Unity belong to one of several enemy archetypes, and will exhibit behaviors, proficiencies and weaknesses specific to their class. In this section, we examine their strengths and vulnerabilities, and offer tips on how you can disable them. Though you can encounter them in different garb in accordance with their faction affiliation, each archetype is easily identified by certain distinguishing features – such as their build, or favored weapon.

■ Enemies clad in red are called **"Extremists"**. They tend to harass the population and are on the Templar payroll. They will recognize you and attack you on sight whenever you encounter them.

■ Enemies clad in blue are called **"Guards"**. Guards act as the police, and will only attack you if you commit reprehensible actions while in their line of sight.

When members of these two factions run into each other in the streets of Paris, they will regularly draw their weapons and fight until one of the two groups is exterminated. This happens irrespective of Arno's own actions. You can actually exploit this and start faction fights to cause useful distractions, or in the spirit of pure mischief. A Phantom Blade hit from a concealed position will often be enough to cause Extremists and guardsmen to set about each other with abandon.

Just like Arno, enemies have a level, which is represented by a gauge with segments that appears above their heads during open conflict. The higher their level, the more dangerous they are and the more cautious you should be when facing them.

Enemy Levels

Gauge	Level
◇◆◆◆◆	1
◇◇◆◆◆	2
◇◇◇◆◆	3
◇◇◇◇◆	4
◇◇◇◇◇	5

Soldier

Soldiers are by far the most abundant enemy variety you will encounter.

■ Soldiers have no resistances, and their attacks are easily parried. A Perfect Parry followed up by one or two full combos is generally all it takes to defeat them. They are also extremely susceptible to ranged weapons. Even quickshots are often lethal against them.

■ Soldiers have limited detection skills. They will spot you if you stand in their line of sight, but will lose you over medium ranges.

■ At high levels, soldiers can perform a quick feint when they attack, which makes the timing required for Perfect Parries slightly more awkward. You will have to learn to delay the command by a fraction of a second to be successful.

Key Attributes

Level	◇◆◆◆◆	◇◇◆◆◆	◇◇◇◆◆	◇◇◇◇◆
Health	20	30	60	100
Ability to Parry	No	No	Yes	Yes
Damage	10	15	22	30

Brute

Slow but powerful, Brutes are easily identified by their imposing stature.

■ Brutes have weak detection abilities, but are dangerous combatants. They can be hit with standard attacks, but are immune to Staggering Strikes (and, therefore, to follow-up Ground Executions).

■ Their standard attacks can be parried (but not Perfect Parried). However their charged blow (heralded by the ⚔ icon) cannot be blocked at all – it inflicts massive damage and knocks you down, so make sure you dodge these assaults at all cost. As a rule, try to delay your evasive roll to the last second: if you don't, Brutes will often adjust the aim of their most powerful attacks to compensate for Arno's movement.

■ Though it is possible to grind down the health of a Brute with standard attacks, the process is far too time-consuming to be practical in most instances. The most efficient way to eliminate them is to use a ranged weapon, or to use Strong Attacks (which must first be unlocked and purchased). You can knock them down with the Strong Attack of a long or heavy weapon and follow up with a quick Ground Execution, but one-handed weapons are also extremely effective. By chaining two standard attacks and a follow-up Strong Attack repeatedly you can effectively incapacitate a Brute, leaving him with no time to block or strike back before he falls.

Key Attributes

Level	◇◇◆◆◆	◇◇◇◆◆	◇◇◇◇◆	◇◇◇◇◇
Health	25	50	80	150
Ability to Parry	No	No	No	No
Normal Damage	15	20	30	40
Strong Attack Damage	20	30	35	45

Watcher

Watchers (also referred to as "snipers" throughout the guide) are most commonly encountered on rooftops, where they act as marksmen commissioned to punish trespassers, but you will also regularly find them in Restricted Areas, on balconies, and occasionally at ground level.

■ Watchers have unmatched detection skills. They can identify Arno over long distances, with their field of vision usually enhanced by the fact that they often stand on lofty vantage points that offer a commanding view of their surroundings.

■ Once they have detected Arno, Watchers will open fire with rifles at regular intervals while he remains within range. If you cannot avoid them entirely, try to move out of sight as quickly as you can. It also helps to use natural cover elements (sloped rooftops and chimneys in particular) to disappear from view.

■ Watchers will engage Arno in standard melee combat at close range – but this is clearly not their field of expertise. In these situations, their behavior is functionally identical to that of generic soldiers, which makes them easy to defeat. Ideally, the best way to deal with Watchers is to sneak up behind them for quiet Hidden Blade kills.

Key Attributes

Level	◇◇◆◆◆	◇◇◇◇◆
Health	20	40
Ability to Parry	No	No
Normal Damage	15	30

Defender

Armed with spears, this archetype is specialized in melee combat.

■ Defenders aren't especially gifted at detecting Arno. However, once open conflict begins, they become a very serious threat. Defenders pose several significant challenges. Perfect Parrying their attacks is very difficult (though possible within a tight timing window), and they have a very high amount of health, granting them a resilience that makes them particularly dangerous when you face large groups of enemies. They are also immune to Staggering Strikes unless you incapacitate them first. All of these factors mean that it's difficult to fell Defenders quickly.

■ Defenders have a special leg sweep attack that, if successful, will knock Arno from his feet – usually enabling another enemy to step in and strike the Assassin while he is briefly incapacitated. Look for the tell-tale icon that indicates that this assault is imminent (⚔), and dodge accordingly, or strike them to cancel it. They will also draw a pistol and fire on their opponents from a distance, which complicates your life in large brawls and during escapes.

■ While you can grind away at a Defender's health bar with standard combos, this takes time and leaves you exposed to attacks from other opponents. To dispatch them swiftly, you have two main options. If you are a Perfect Parry expert and have progressed to at least Sequence 10, you can follow up each successful attempt with an immediate Staggering Strike and Ground Execution for an instant kill. Alternatively, you can opt for ranged weapons as a means to dispose of them quickly. Hitting them with a Berserk Blade to turn them against their allies is especially effective, as it instantly removes a significant threat, and technically gives you a powerful (though temporary and capricious) ally.

Key Attributes

Level	◇◇◇◆◆	◇◇◇◇◆	◇◇◇◇◇	◇◇◇◇◇
Health	60	80	100	130
Ability to Parry	Yes	Yes	Yes	Yes
Normal Damage	10	15	22	30
Strong Attack Damage	15	20	30	40

Seeker & Officer

The Seeker and the Officer are the ultimate archetypes of their factions (Extremists and Guards respectively).

■ Seekers and Officers possess the various strengths of all the other archetypes. They deal vicious damage with each blow, they are fast and agile, they have a lot of health, they can shoot with firearms, and they can even perform Strong Attacks (⚔) and toss bombs to blind you (which is heralded with the ✹ icon). This makes them the most fearsome opponents in the game.

■ Normal attacks from Seekers and Officers can be parried or Perfect Parried. You can even follow that up with a Staggering Strike to knock them down. Unfortunately, they are immune to most lethal techniques: they will usually dodge shots from ranged weapons as well as Ground Executions. You can opt to grind their health bar down with standard combos, but this is a rather lengthy process.

■ The best way to shorten your duels against them dramatically is to follow up a Perfect Parry or a Staggering Strike with a Phantom Blade shot while they are incapacitated or lie prone. This moderately simple technique usually kills them instantly.

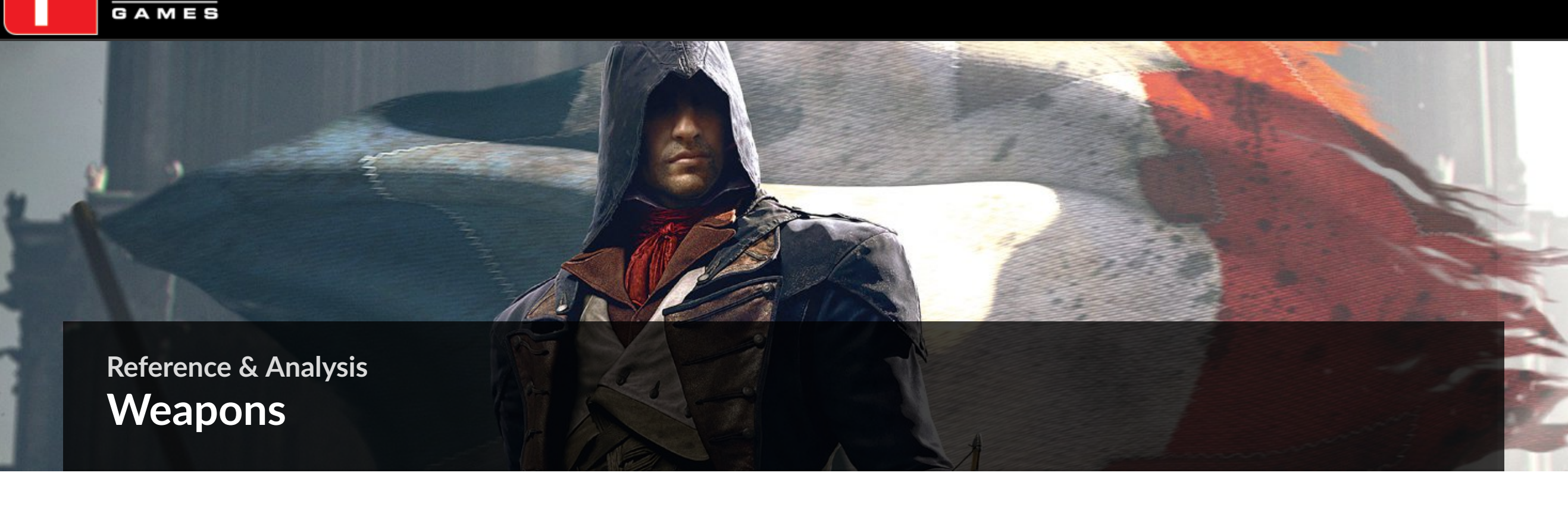
■ If you struggle to eliminate these archetypes, consider leaving them alone whenever you can. Avoid them as much as possible, and use tools to escape them if they detect you. If you can approach them undetected (or take advantage of a faction fight), you can assassinate them with the Hidden Blade, or alternatively switch to manual aim with a ranged weapon to strike them with a headshot for an instant finish. Hitting them with a Berserk Blade can also be enormously effective when you face large groups of foes, as it turns the greatest threat you encounter on the battlefield into an improvised ally.

Key Attributes: Seeker (Extremists)

Level	◇◇◇◆◆	◇◇◇◇◇
Health	60	100
Ability to Parry	Yes	Yes
Normal Damage	15	20
Strong Attack Damage	20	35

Key Attributes: Officer (Guards)

Level	◇◇◆◆◆	◇◇◇◆◆	◇◇◇◇◆	◇◇◇◇◇
Health	30	50	80	100
Ability to Parry	Yes	Yes	Yes	Yes
Normal Damage	10	15	22	30
Strong Attack Damage	15	20	30	40



Reference & Analysis

Weapons

Weapons can be acquired as rewards or purchased directly from the Character Customization menu. You can change your selected weapon via the Character Customization menu or via a Gear Loadout statue in any Café. Weapons come in five main categories: One-Handed, Long, Heavy, Pistols and Rifles.

Every weapon is rated in three categories that define their overall effectiveness in combat.

- **Normal Damage:** This attribute is used to determine the strength of each successful standard attack.
- **Strong Attack Damage:** This attribute is used to determine the strength of each successful Strong Attack, performed by holding ▢ / Ⓧ once you have unlocked the corresponding skill.
- **Perfect Parry Bonus:** This attribute is used to determine the duration of the window of time where it is possible to perform a Perfect Parry. The higher this value, the longer you have to execute this precision riposte.

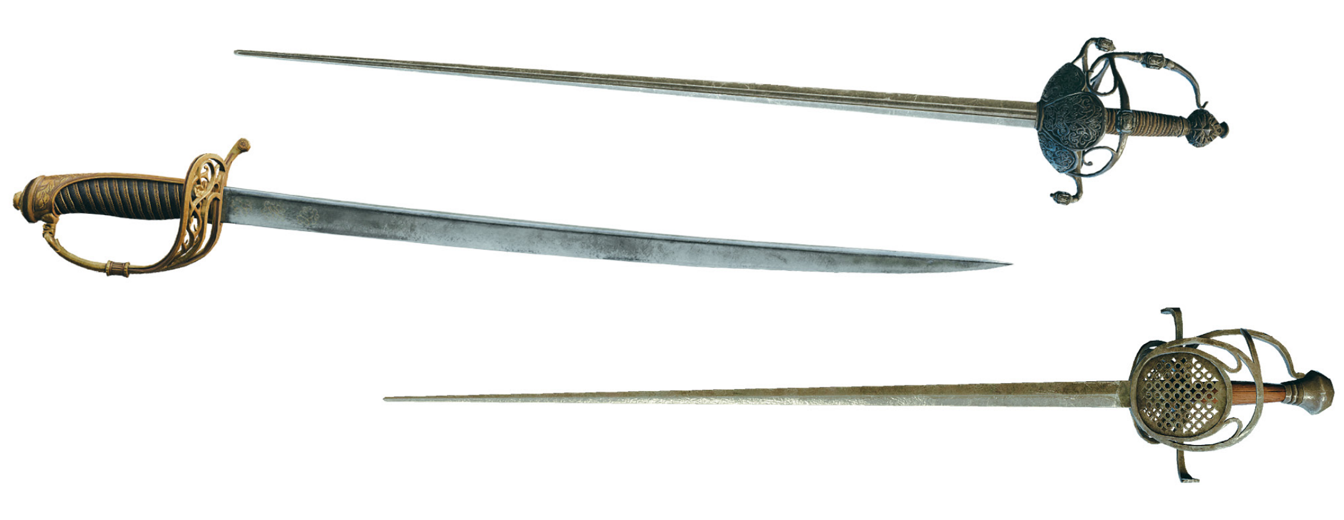
Ranged weapons are also rated in three additional categories:

- **Damage:** This attribute is used to determine the strength of each shot fired at a target's body (headshots are always lethal).
- **Capacity:** The number of shots that can be fired before you have to reload.
- **Reload Time:** The time in seconds required to reload the weapon.

Perhaps more so than in previous Assassin's Creed episodes, purchasing new weapons as you progress in the storyline is a vital step in Unity. With combat becoming increasingly difficult with each passing Sequence, you really need to acquire weapons with improved stats to keep in step with the challenge posed by your enemies as they level up.

The following tables reveal the purchase price, unlock conditions and modifiers for the many weapons that Arno can wield. Note that the damage values are increased by 25% when you upgrade the weapon in question. You can use these tables to identify which weapons you have access to at any given time, and choose the one that seems best suited to your current progression.

One-Handed Weapons



One-handed weapons are fast and allow for maximum agility in combat. Once the corresponding skill is unlocked, their Strong Attacks can break any foe's defense and inflict significant damage.

One-Handed Weapons

Name	Normal Damage	Strong Attack Damage	Perfect Parry Bonus	Unlock Condition	Purchase Cost (₣)	Upgrade Cost (▲)
Dull Cavalry Saber	5	10	0	-	-	200
Back Sword	7	15	2	Complete Murder Mystery: Barber of Seville	-	500
Basket-Hilted Sword	10	10	0	-	250	500
Warhammer	10	15	1	-	250	500
Messer	10	20	1	Complete Murder Mystery: The Assassination of Jean-Paul Marat	-	500
Heavy Hilted Sword	10	25	2	Complete Murder Mystery: Hot Chocolate To Die For	-	500
Light Cavalry Saber	15	20	1	-	1,000	1,000
Foil	15	25	2	-	1,000	1,000
Scimitar	15	25	2	-	1,000	1,000
Rapier	15	25	2	Complete Companion Mission: The Archive II	-	1,000
Mace	15	25	2	-	1,000	1,000
Officer's Saber	25	40	3	-	5,000	2,000
Dented Falchion	25	40	3	-	5,000	2,000
Gladius	25	40	3	Complete Murder Mystery: The Decapitated Warden	-	2,000
Morningstar	25	40	3	-	5,000	2,000
Straight Falchion	25	40	3	-	5,000	2,000
Royal Cutlass	35	60	4	-	25,000	5,000
Snake Hilted Sword	35	60	4	-	25,000	5,000
Katana	35	60	4	-	25,000	5,000
War Mace	35	60	4	-	25,000	5,000
Schiavona	50	75	5	Club Competition Reward	-	10,000
Cinquedeas	50	75	5	-	125,000	10,000
Sword of Eden	55	75	5	Complete Sequence 12, Memory 03	-	10,000
Saber of Honour	10	15	1	DLC or preorder bonus	-	500
Spanish Cup-Hilt Rapier	10	15	1	DLC or preorder bonus	-	500
Pappenheimer Rapier	10	15	1	DLC or preorder bonus	-	500
Arno's French Rapier	10	15	1	DLC or preorder bonus	-	500
The Fleur-de-Lys	10	15	1	DLC or preorder bonus	-	500
The Lion's Saber	10	15	1	DLC or preorder bonus	-	500

Long Weapons

Long weapons are characterized by their superior range. Once the corresponding skill is unlocked, their Strong Attacks can knock down any target within range, which can be followed up with a lethal Ground Execution once you unlock that complementary ability.

Long Weapons

Name	Normal Damage	Strong Attack Damage	Perfect Parry Bonus	Unlock Condition	Purchase Cost (₣)	Upgrade Cost (▲)
Guisarme	7	10	0	-	-	200
Voulge	7	10	0	Complete Murder Mystery: The Body in the Brothel	-	200
Fauchard	12	15	1	Assassin's Creed Initiates	-	500
Bident	12	15	1	-	250	500
Cogneur	12	15	1	Complete Murder Mystery: Ancestral Vengeance	-	500
Hallebarde Croissant	12	15	1	-	250	500
Halberd	12	15	1	-	250	500
Spear	20	10	2	-	1,000	1,000
Bec de Corbin	20	20	2	-	1,000	1,000
L'étoile Polaire	20	20	2	Complete Murder Mystery: Bones of Contention	-	1,000
Light Halberd	20	20	2	Complete Sequence 08, Memory 02	-	1,000
Spontoon	20	20	2	-	1,000	1,000
Bisento	20	20	2	Collect all Artifacts from Les Invalides	-	1,000
Crescent Glaive	30	25	3	-	5,000	2,000
Lochaber Axe	30	25	3	-	5,000	2,000
Sparth	30	25	3	-	5,000	2,000
Spiked Staff	30	25	3	-	5,000	2,000
Corseque	40	25	3	Complete Murder Mystery: A Dash of Poison	-	5,000
Crusader's Corseque	40	30	4	-	25,000	5,000
Ceremonial Long Mace	40	30	4	-	25,000	5,000
Ceremonial Partisan	55	30	5	-	125,000	10,000
Pike Hammer	55	30	5	Club Competition Reward	200,000	10,000
Razorhead Spear	12	15	4	DLC or preorder bonus		500
Hooked Impaler	12	15	4	DLC or preorder bonus		500
Golden Bec de Corbin	12	15	4	Uplay	-	500

Heavy Weapons

Heavy weapons are characterized by their raw power. Once the corresponding skill is unlocked, their Strong Attacks inflict massive damage on the victim, and cannot be parried.

Heavy Weapons

Name	Normal Damage	Strong Attack Damage	Perfect Parry Bonus	Unlock Condition	Purchase Cost (₣)	Upgrade Cost (▲)
Pickaxe	10	15	1	-	-	200
Wooden Hammer	10	15	0	Complete Murder Mystery: Murder Foretold	-	200
Bastard Sword	15	25	1	-	250	500
Long Axe	15	25	1	-	250	500
Claymore	15	25	1	Complete Murder Mystery: The Body Politic	-	500
Bardiche	15	25	1	-	250	500
Seaman's Axe	15	25	1	-	250	500
Heavy Morningstar	25	40	2	-	1,000	1,000
Great Sword	25	40	2	-	1,000	1,000
Heavy Cleaver	25	40	2	Collect all Artifacts from Le Louvre	-	1,000
Round Axe	25	40	2	Complete Sequence 03, Memory 02	-	1,000
Long Sword	25	40	2	Complete Companion Mission: The Doctor Is In	-	1,000
Flamberge	25	40	2	Complete Murder Mystery: The Death of Philibert Aspairt	-	1,000
Swordstaff	40	60	3	-	5,000	2,000
Spiked Battle Club	40	60	3	-	5,000	2,000
Great Claymore	40	60	3	-	5,000	2,000
Officer's Round Axe	50	75	4	Complete Murder Mystery: Cut the Middle Man	-	5,000
Heavy War Mace	50	75	4	-	25,000	5,000
Viking's Remains	50	75	4	-	25,000	5,000
Great Flamberge	50	75	4	-	25,000	5,000
Officer's Bardiche	60	90	5	Club Competition Reward	200,000	10,000
Heavy Falchion	60	90	5	-	125,000	10,000
Armor-Splitter	15	25	1	DLC or preorder bonus	-	500
War Axe	15	25	1	DLC or preorder bonus	-	500
The People's Bardiche	15	25	1	DLC or preorder bonus	-	500
Executioner's Double-Bladed Axe	15	25	1	DLC or preorder bonus	-	500

Pistols

Pistols are ranged weapons that you can use at any time. Select your firearm with ✥. You can fire by tapping L1 / LB. Alternatively, hold the button to facilitate manual aiming with Ⓡ, then press R2 / RT to fire.

Though noisy, all Pistols are very potent weapons, and can prove especially useful during battles. If you find yourself in a sticky situation, consider firing

one or two snap shots to take down the most threatening enemy you are facing. Pistols cause moderate damage when targeted at the body, but instant death in the case of a headshot.

You can predict the accuracy of your shots using the aiming reticle. The longer you aim, the smaller the reticle becomes – and the more accurate the shot will be.

Pistols

Name	Damage	Capacity	Reloading Time	Unlock Condition	Purchase Cost (₣)	Upgrade Cost (▲)
Pistol	30	1	2	-	-	200
Officer's Pistol	40	2	3	Complete Sequence 04, Memory 02	-	500
American Flintlock	50	4	3	-	1,000	1,000
Pepper Shot	50	6	4	-	1,000	1,000
Fancy Pistol	60	1	2	Complete Murder Mystery: The Red Ghost of the Tuileries		2,000
Arno's Pistol	60	6	4	-	5,000	2,000
Three-Shot Duck Foot	70	1	2	-	25,000	5,000
Gold-Plated Pistol	80	8	2	-	125,000	10,000
Five-Shot Duck Foot	80	1	2	Club Competition Reward	200,000	10,000
Solid Long Gun	100	1	2	-	142,600	10,000
Over/Under Pistol	30	1	2	DLC or preorder bonus	-	500
Parade Pistol	30	1	2	DLC or preorder bonus	-	500
Arno's Dueling Pistol	30	1	2	DLC or preorder bonus	-	500
French Cavalry Pistol	30	1	2	DLC or preorder bonus	-	500
Silver-Plated Pistol	30	1	2	DLC or preorder bonus	-	500
Pitcairn-Putnam's Pistol	30	1	2	DLC or preorder bonus	-	500

Rifles

Rifles are two-handed ranged weapons. They function as heavy weapons when used in close-range battles.

Just like Pistols, Rifles cause standard damage when targeted at the body, but instant death in the case of a headshot.

Rifles

Name	Normal Damage (Melee)	Strong Attack Damage (Melee)	Perfect Parry Bonus	Damage (Shot)	Capacity	Reloading Time	Unlock Condition	Purchase Cost (₣)	Upgrade Cost (▲)
Flint Musket	15	20	1	40	1	2	-	250	500
Flintlock	15	20	1	40	1	2	Assassin's Creed Initiates	-	500
National Guard Musket	15	20	1	40	1	2	-	250	500
Rifle	25	35	2	50	1	3	-	1,000	1,000
Blunderbuss	25	35	2	50	1	2	Complete Murder Mystery: Killed by Science (DLC)	-	1,000
Sharpshooter Flintlock	25	35	2	50	2	4	-	1,000	1,000
Woodplate Blunderbuss	40	60	3	60	2	3	Complete Murder Mystery: The Hand of Science	-	2,000
Officer's Blunderbuss	40	60	3	60	1	4	-	5,000	2,000
Long Rifle	50	75	4	70	1	3	-	25,000	5,000
Silver-Plated Musket	60	80	5	80	2	3	-	125,000	10,000
Solid Long Gun	10	20	1	30	2	2	DLC or preorder bonus	-	500
Maple Hunting Rifle	10	20	2	30	2	2	DLC or preorder bonus	-	500
The Iron Dragon	10	20	1	30	1	2	DLC or preorder bonus	-	500
Solid Long Rifle	10	20	2	30	1	2	DLC or preorder bonus	-	500

Reference & Analysis

Tools & Ranged Weapons

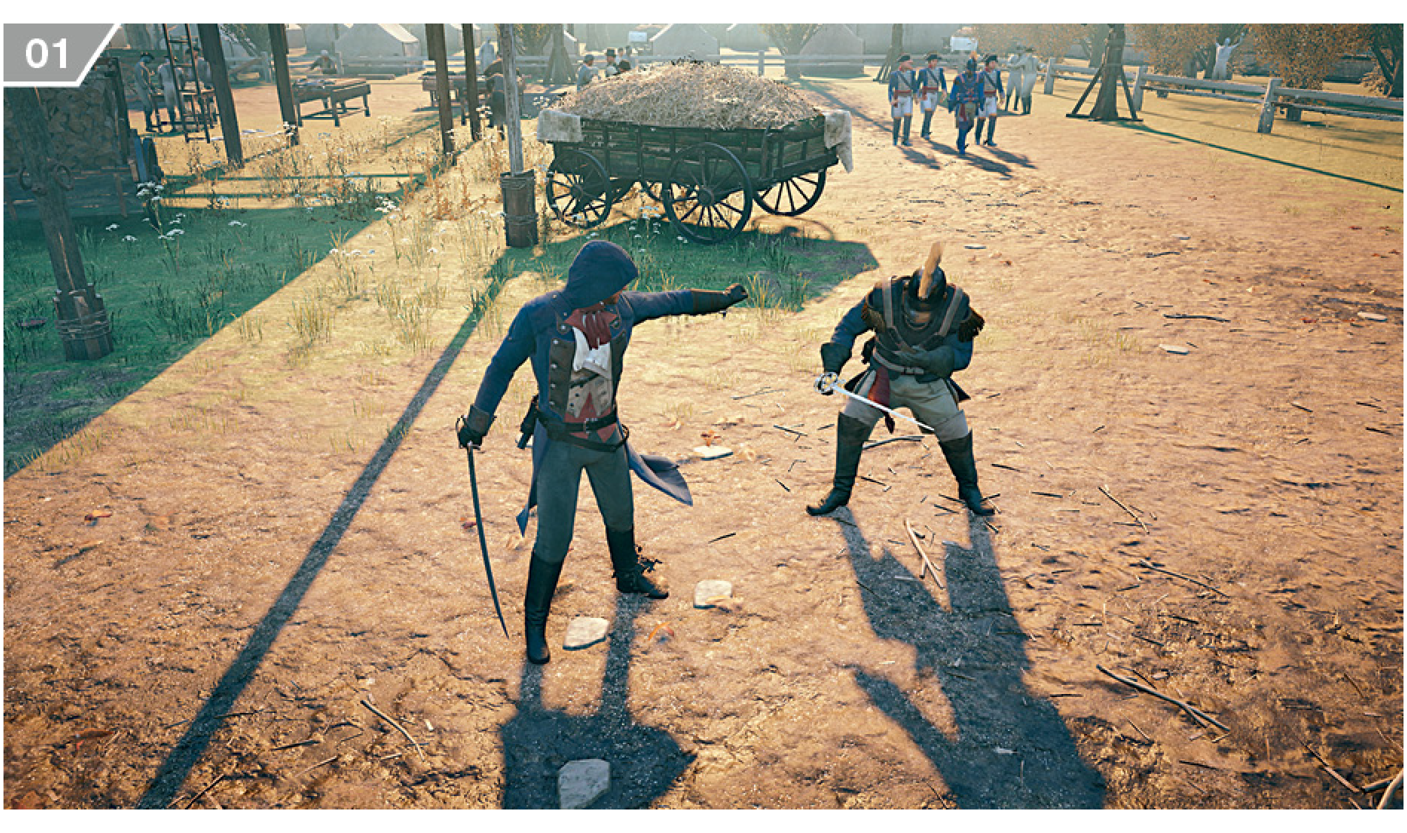
In many situations, tools and ranged weapons can be just as lethal as the most powerful swords or axes. Note that you can increase Arno's capacity of consumables and ammo by obtaining better pieces of equipment. Forearm equipment can enable you to carry more Phantom Blades and Berserk Blades, while Waist equipment can have the same effect for the other types of consumables.

For all tools and ranged weapons that can be manually aimed, you can cancel the aiming process without firing by pressing ◎ / Ⓑ.

Phantom Blades

This powerful and silent weapon is perfect for stealth kills from a safe distance or elevation once acquired early in Sequence 04. You can fire Phantom Blades in two different ways:

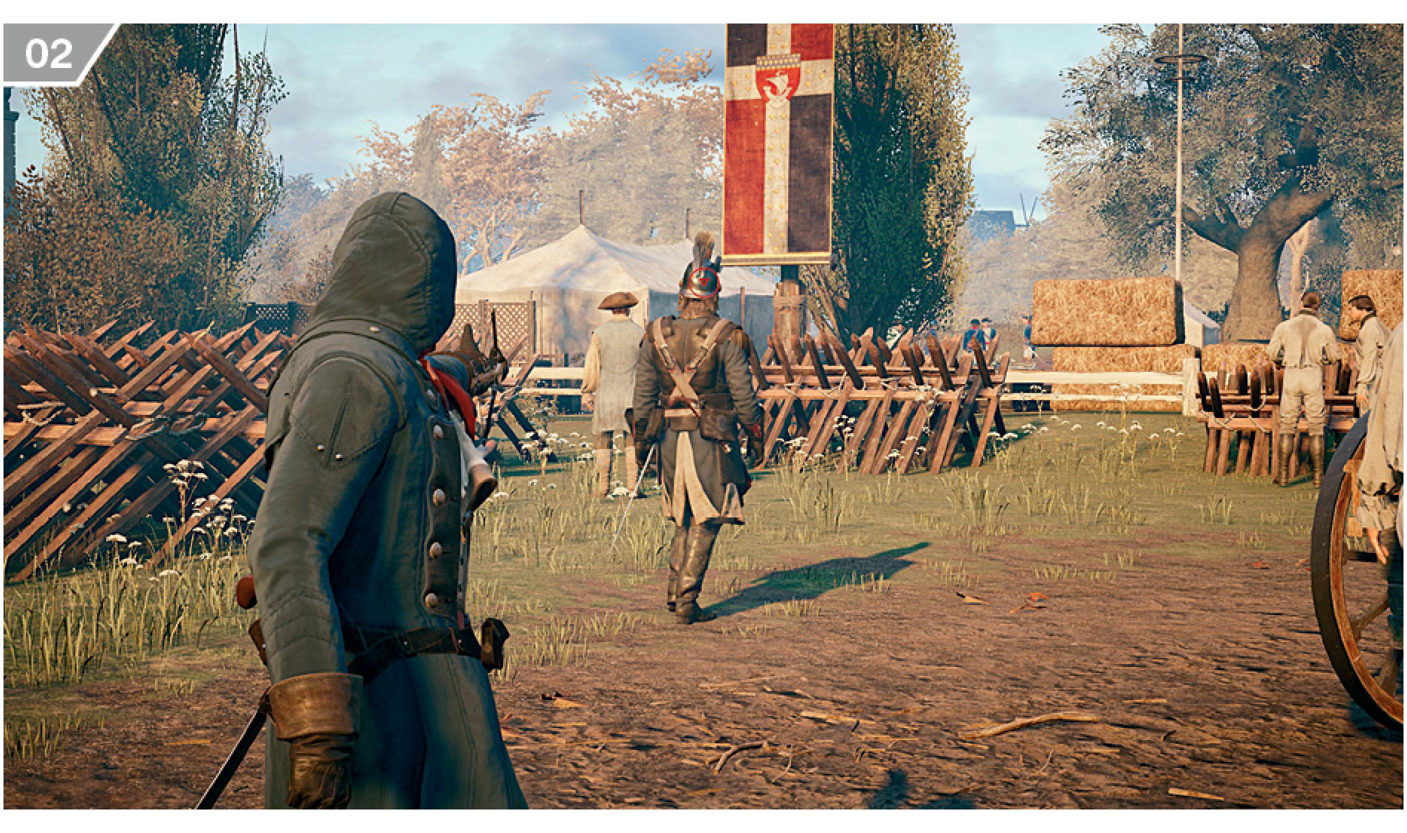
01



- To perform a quick shot at close range, just tap L1 / LB to fire at the highlighted target. This is a very effective way to swiftly eliminate a dangerous foe during a battle. You can, for example, instantly kill a fearsome Seeker or Officer archetype with a quick shot after briefly incapacitating him with a Perfect Parry or Staggering Strike (01).

- To aim manually, hold L1 / LB, then aim with Ⓡ and press R2 / RT to fire (02).

02

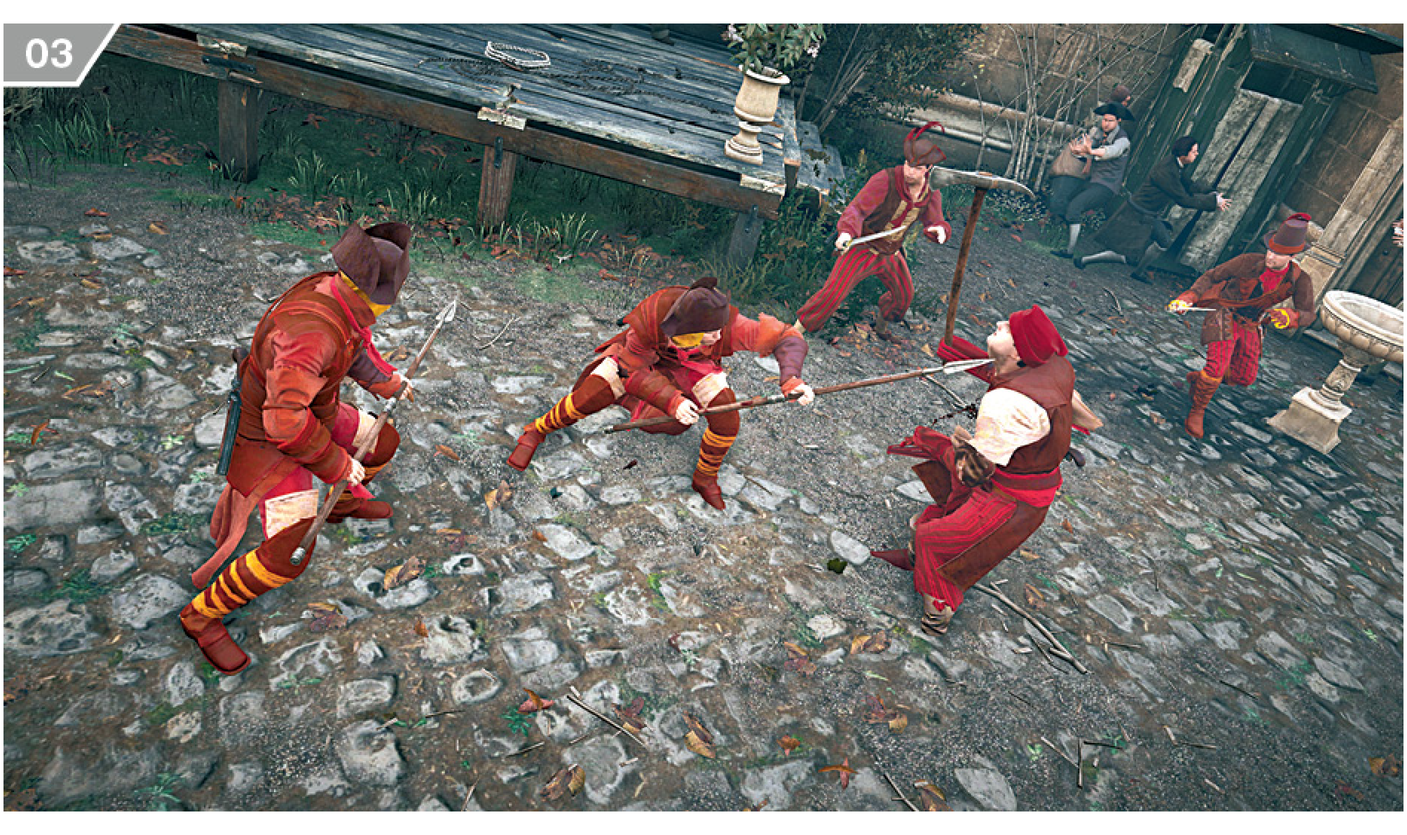


Even though the Phantom Blades are silent, it doesn't mean that you can use them recklessly. If you open fire while a guard is close or looking in your direction, this will instantly raise the alarm and trigger open conflict – so it pays to always try to fire from a concealed position. If you use the Phantom Blades while Blended in a crowd, it will usually cause all nearby civilians to move away from you, ruining your cover.

Berserk Blades

Berserk Blades function in the same way as other ranged weapons, but they intoxicate their victim instead of killing them outright. The afflicted target will then engage anyone – friend and foe alike – in combat until incapacitated.

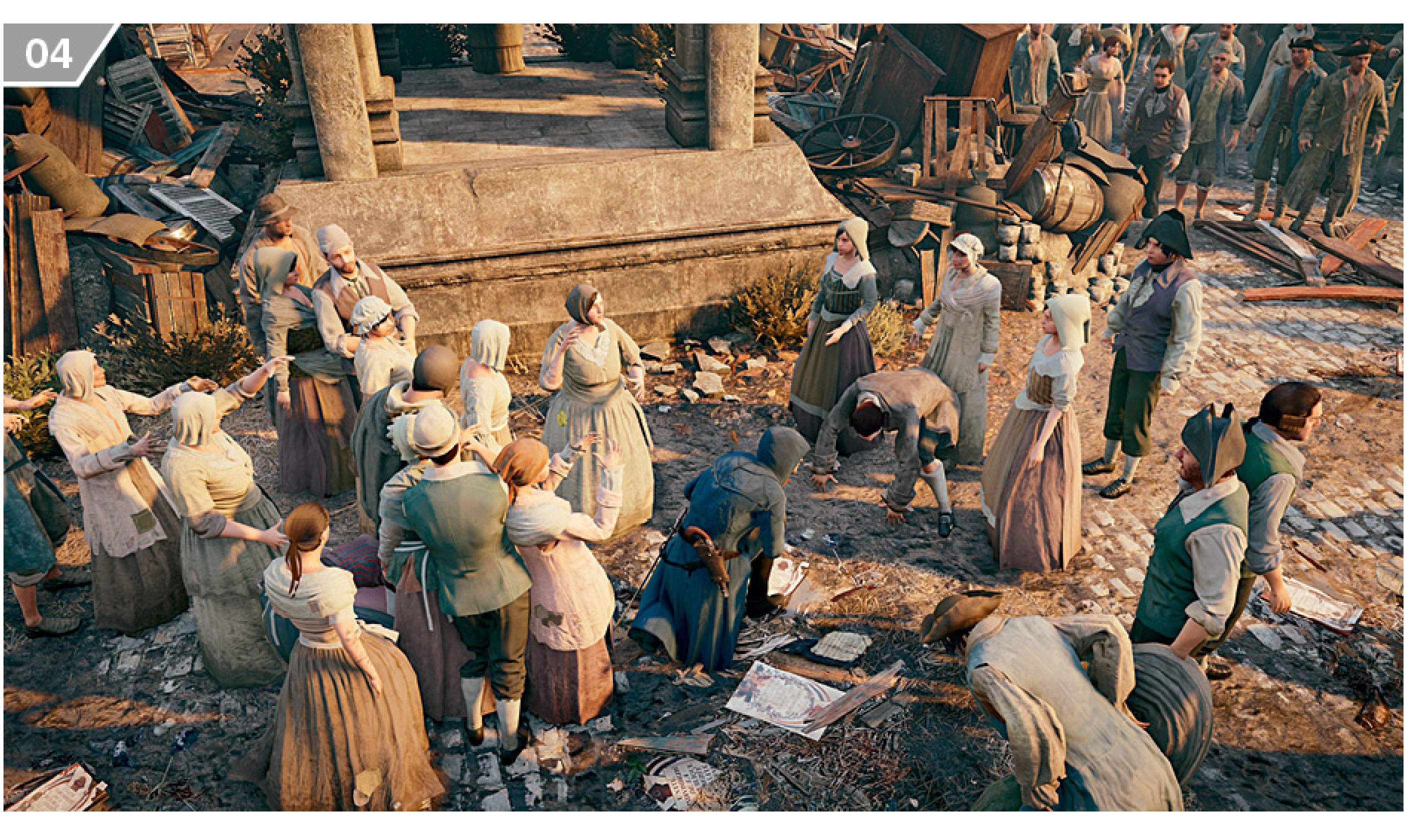
03



This can be especially effective on the stronger archetypes, who will then turn their weapons against their allies. Furthermore, a berserk target will attract the attention of everyone within range while afflicted (03). Defenders are prime targets, as their resilience means that they can survive for a long time even when engaged in a ruckus with large groups of high-level archetypes; Seekers are a good second choice. Whenever you need to create a localized diversion, Berserk Blades are one of the most powerful weapons at Arno's disposal.

Money Pouch

04



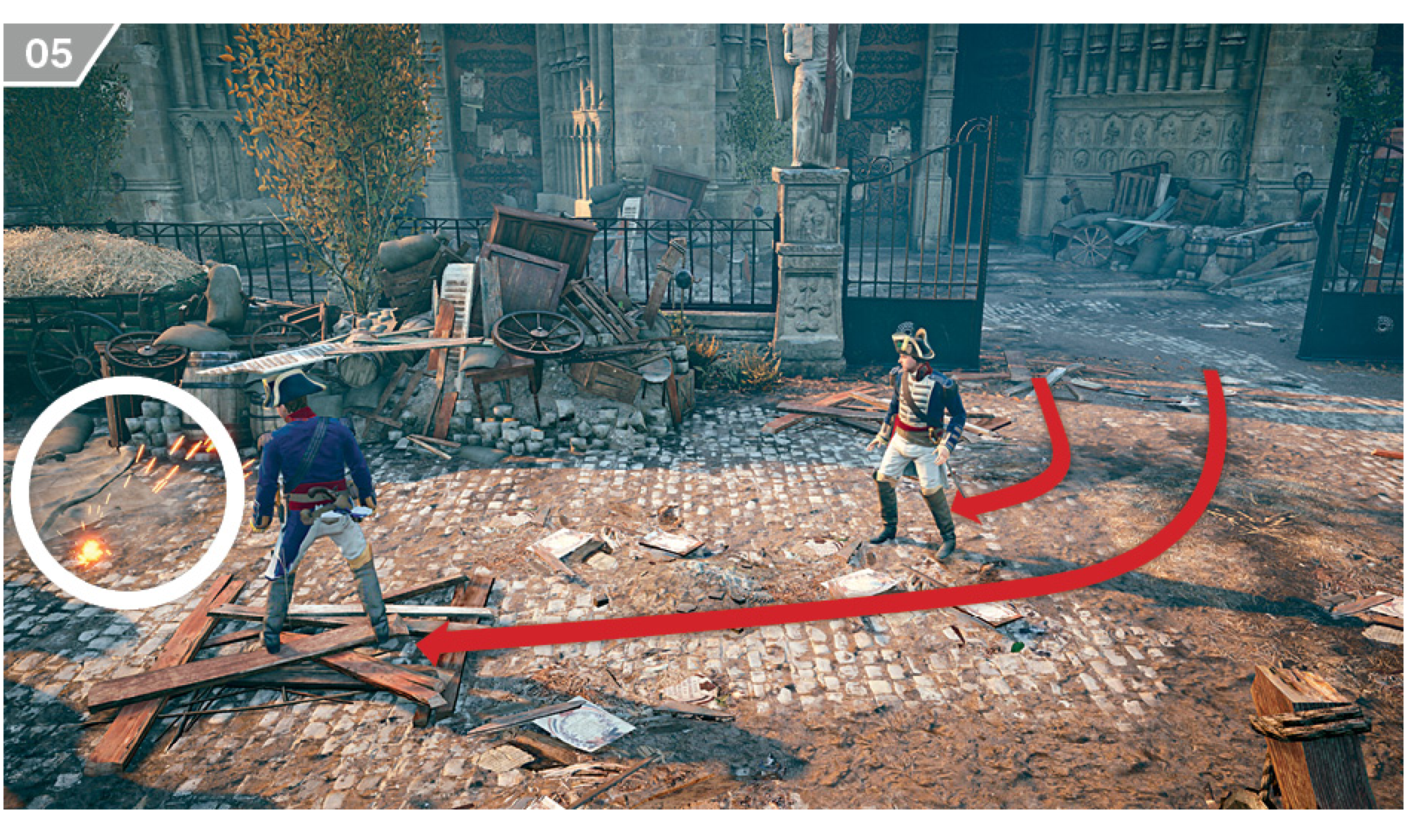
Throwing money draws multiple civilians to the area where the coins are tossed, creating a Blend opportunity for Arno (04). Unlike civilians, guards are not attracted (except in Restricted Areas). The effect lasts for 15 seconds. You can only throw money every 17 seconds.

Cherry Bombs

A Cherry Bomb will attract enemies – and allies – to the location where it explodes, creating opportunities for a stealth approach.

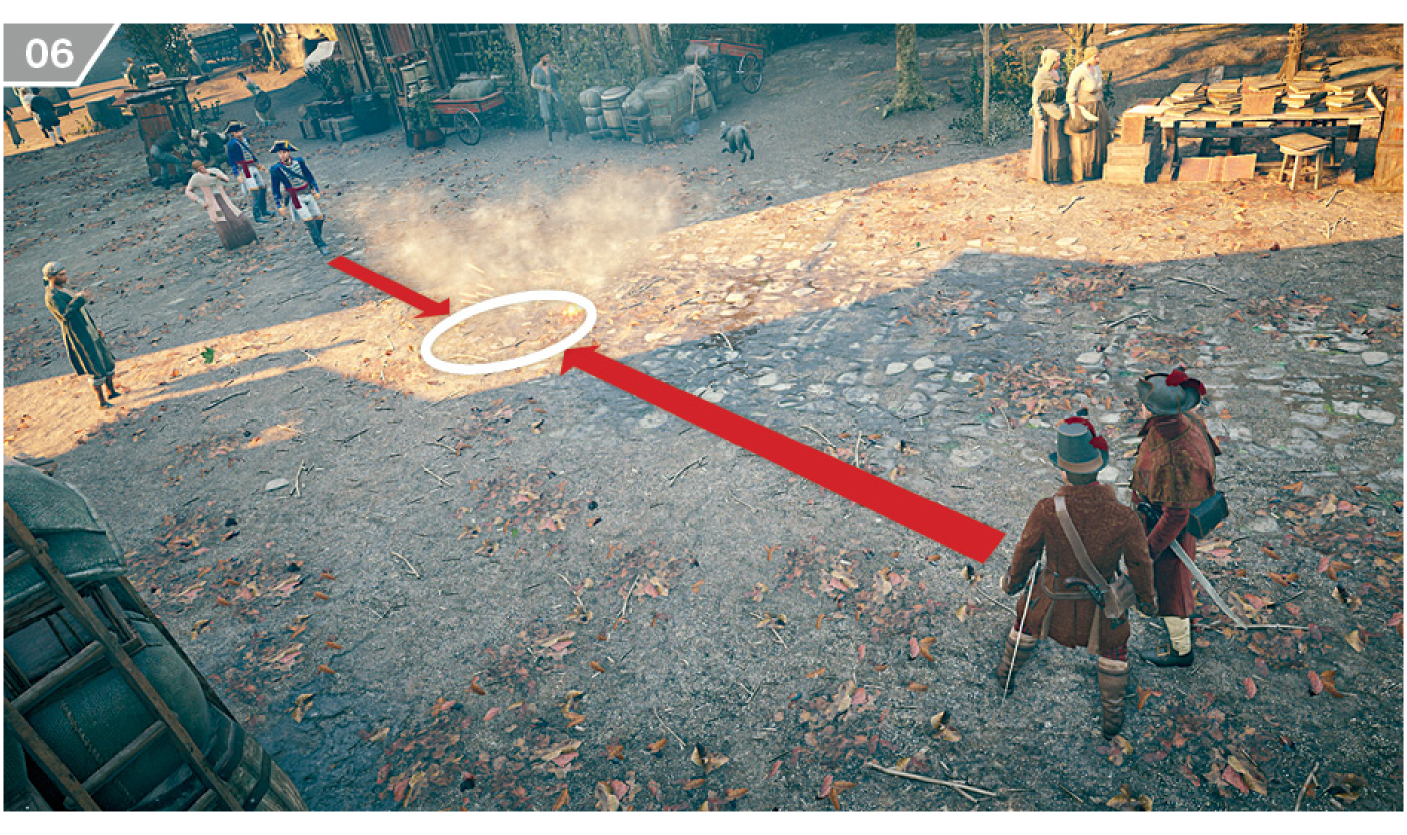
- You can use this to draw a sentry away from his post (05).

05



- Another application is to toss a Cherry Bomb to draw multiple enemies to the same spot and initiate conflicts between red-clad Extremists and blue-clad guards (06). If they do not attack each other by themselves, you can easily engineer this by hitting one with a ranged weapon from a concealed position.

06

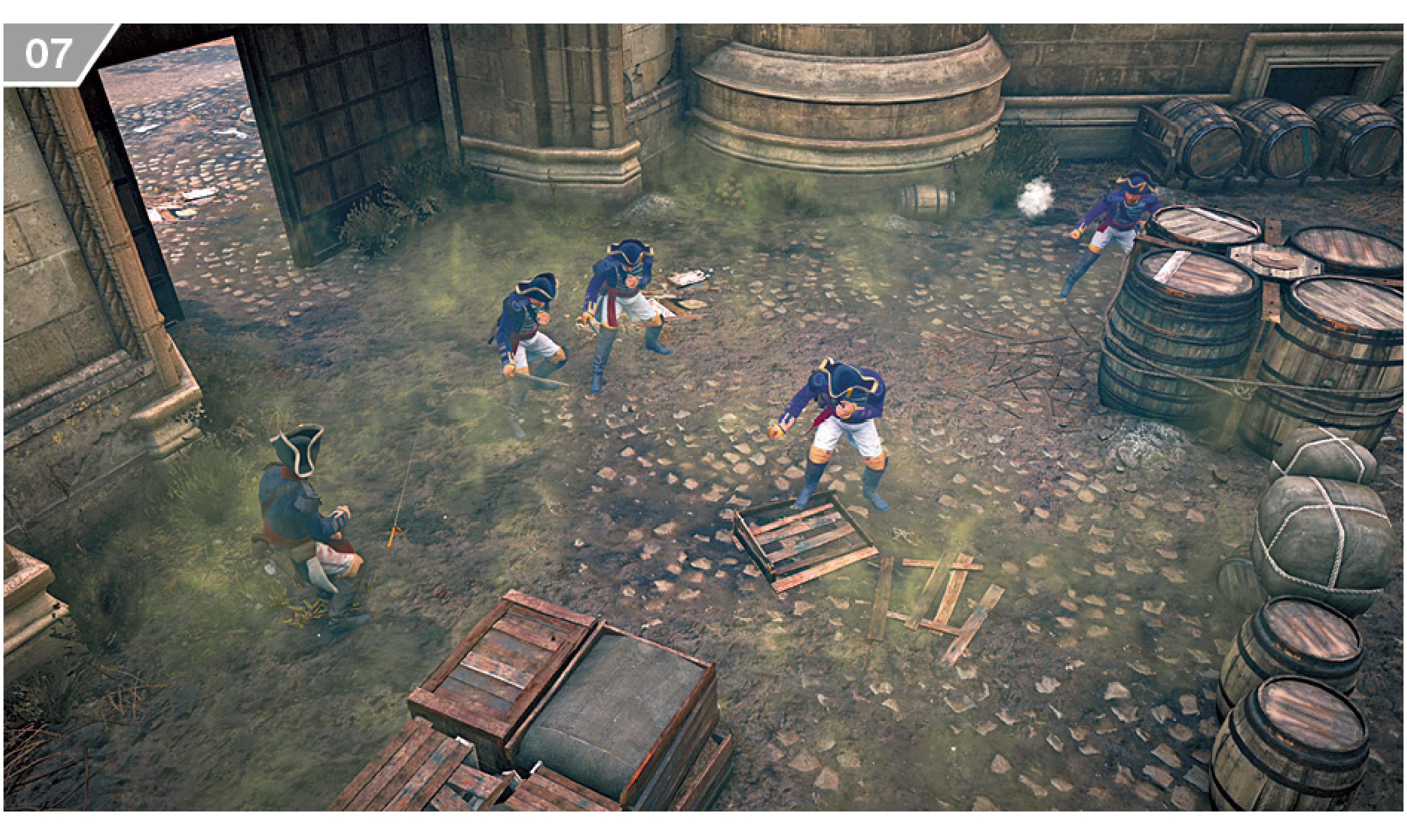


All Bombs are thrown with R1 / RB. You can either tap the button for an instant use, or hold and release, which enables you to aim manually with Ⓡ. Cancel the aiming process at any time with ◎ / Ⓑ.

Poison Gas Bombs

This bomb releases a circular gas cloud that has a five-meter radius. The gas takes two seconds to spread after the explosion. Targets caught in the area of effect gradually lose health and remain poisoned for six seconds. Poisoned enemies have a 10% chance of propagating the effect to others around them for as long as they remain poisoned.

07

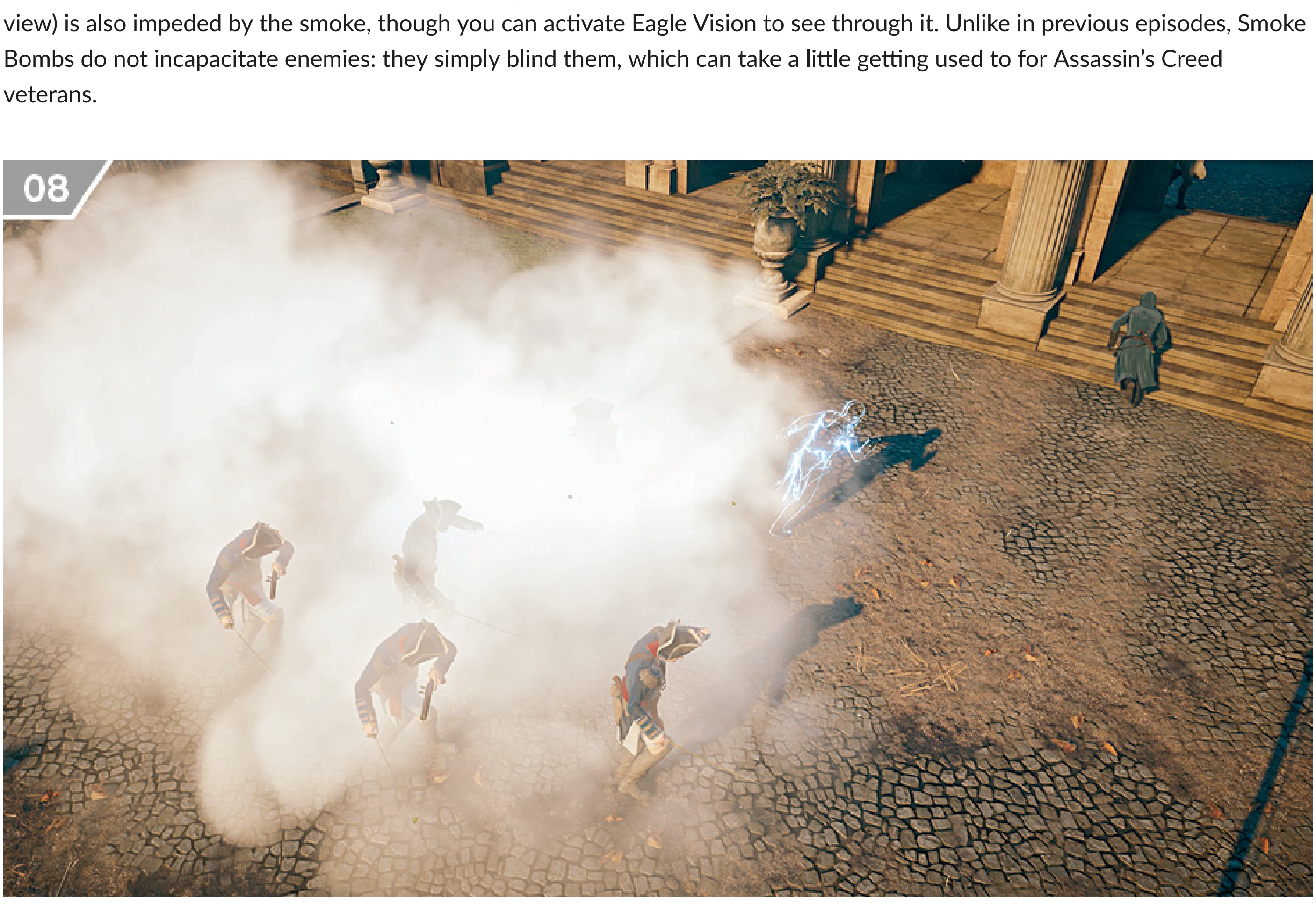


Poison Gas Bombs can be a very effective way to deal with packed groups of enemies, either with a snap throw when you are caught in a large brawl, or with a manual throw directed at multiple targets. You can even create ambushes by luring multiple opponents into close proximity (with a Cherry Bomb or a Berserk Blade strike on a suitable victim), then eliminate the entire group with Poison Gas Bombs (07).

Smoke Bombs

The cloud caused by a Smoke Bomb has a 14-meter diameter and appears immediately after the explosion. The smoke blinds all guards in the vicinity and breaks their line of sight, then disappears after 10 seconds. Arno's vision (and, by extension, your view) is also impeded by the smoke, though you can activate Eagle Vision to see through it. Unlike in previous episodes, Smoke Bombs do not incapacitate enemies: they simply blind them, which can take a little getting used to for Assassin's Creed veterans.

08

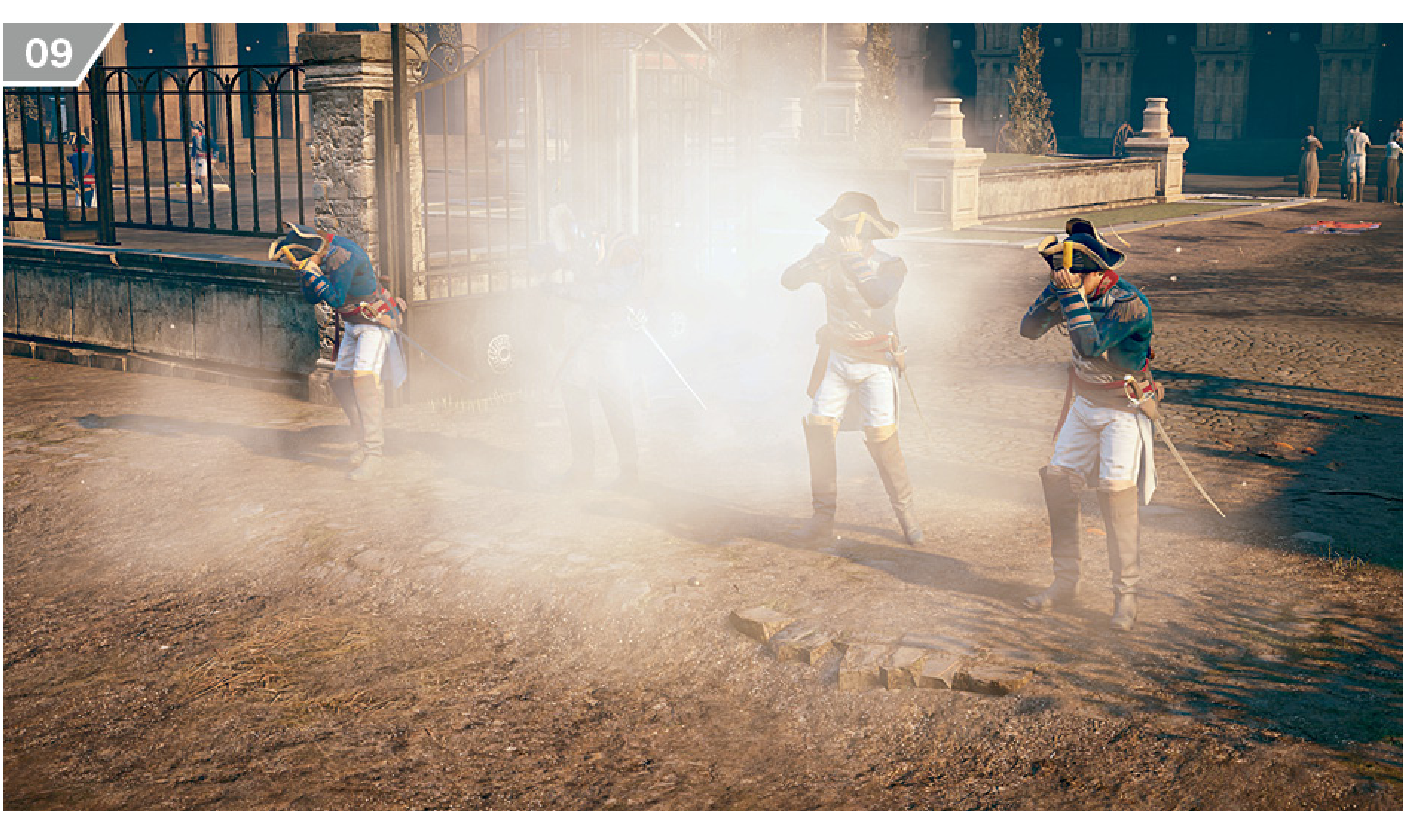


In Unity, Smoke Bombs prove useful in two instances: when you want to escape open conflict (08) and, for expert players, as a method to approach a target without being detected.

Stun Bombs

Stun Bombs (also referred to as Stun Grenades) incapacitate their targets for five seconds (09). Attacking an affected enemy immediately alleviates the stun effect, so this tool is primarily a defensive device. They can be useful for disorienting groups to enable you to quickly weaken or dispatch a specific target. Arno himself is not affected by his own Stun Bombs, though certain enemies can use a similar weapon against him. When this happens, you will notice that your screen is saturated with light for five seconds, making it difficult to keep track of your opponents.

09



Stun Bombs can also be used to briefly incapacitate targets when you need to pickpocket a document or item they're carrying. If you are fast and precise, you can complete the robbery and step out of sight before the victim has the time to recover.

Consumables

Consumables include both tools and ammunition for your ranged weapons. There are multiple ways to refill your stocks:

- By looting the corpses of fallen enemies.
- By buying them in shops.
- By using the Assassin Cache skill, though this only applies to ammunition, Phantom Blades, Smoke Bombs, Stun Bombs, Cherry Bombs, Money Pouches, and lockpicks.

You can increase your capacity of most consumables by wearing certain pieces of equipment.

- **Health Potions** are used by pressing ✥ and refill your health bar.
- **Lockpicks** are used automatically when you pick the lock of a chest or a door. Each failed attempt (in other words, whenever you press Ⓧ / Ⓐ when the slider is outside of the safe blue area) permanently consumes a lockpick. If you run out of lockpicks during a lockpicking attempt (for example, if you have unlocked two pins out of three), you will have to replenish your supply and start over.
- **All other consumables** are used automatically when you activate the corresponding ranged weapon or tool. Each use permanently consumes one unit. Note that you can reload by pressing L3 / ⊤ when you have an appropriate ranged weapon equipped.

Consumables: Shop Prices

Icon	Name	Price (₣)	Assassin Cache
	Health Potion	25	✗
	Lockpick	50	✓
	Poison Gas	250	✗
	Stun Bomb	75	✓
	Smoke Bomb	10	✓
	Cherry Bomb	15	✓
	Money Pouch	50	✓
	Ammunition	12	✓
	Phantom Blade	200	✓
	Berserk Blade	250 (post-patch)	✗

Helix Credits

To buy or upgrade equipment you can use the in-game currency (₣), or you can "hack" them using Helix Credits (H). Helix Credits can be obtained by completing main story Memories, or purchased with real-life money.

Boosts

Boosts are consumables that temporarily increase Arno's parameters. Their effects are shared with all other players during online sessions.

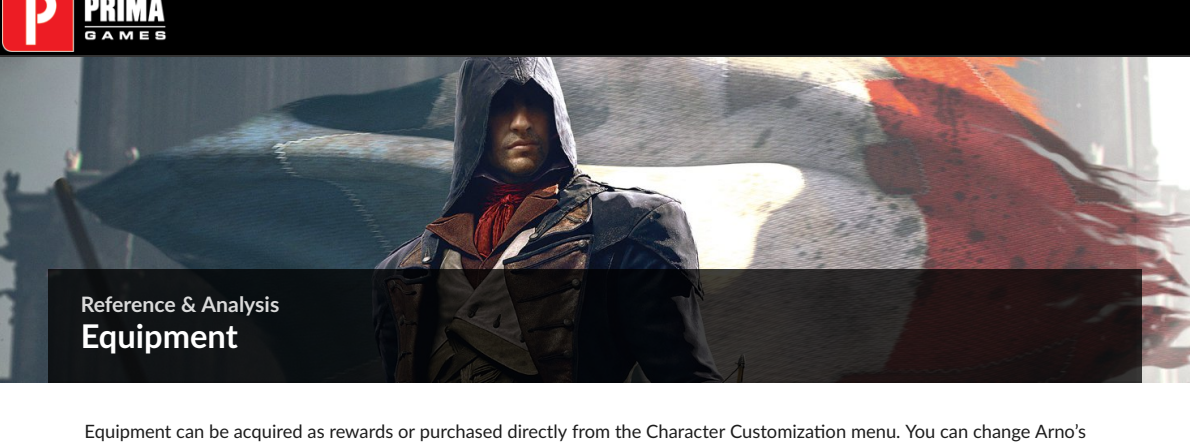
Normal Boosts can be:

- obtained in certain missions,
- found in some Assassin's Creed Initiates chests,
- awarded for participation in Club Competitions,
- purchased with H in the Character Customization menu.

Premium Boosts can be purchased with H or awarded for participation in Club Competitions. You will also earn one by completing the main storyline.

Boost Effects

Icon	Name	Effects
	Melee Boost	Increases melee and ranged weapon damage by 150% for three minutes.
	Premium Melee Boost	Increases melee and ranged weapon damage by 200% for five minutes.
	Health Boost	Increases resistance to melee and ranged weapon damage by 150% for three minutes
	Premium Health Boost	Increases resistance to melee and ranged weapon damage by 200% for five minutes
	Stealth Boost	Reduces the noise you make while moving and assassinating targets for three minutes
	Premium Stealth Boost	Reduces the noise you make while moving and assassinating targets for five minutes



Reference & Analysis

Equipment

Equipment can be acquired as rewards or purchased directly from the Character Customization menu. You can change Arno's garb via the Character Customization menu or via a Gear Loadout statue in any Café. Equipment comes in five main categories: **Head**, **Chest**, **Forearms**, **Waist** and **Legs**. You can wear one piece of equipment in each category.

The pieces of equipment you choose improve Arno's characteristics in different potential categories. These attributes, called "modifiers" in the game, should be taken into account whenever you decide which items to equip Arno with. Try to identify the strengths and weaknesses in your play style and choose your gear accordingly. For example, a player who struggles in combat might favor modifiers that increase Arno's health or the damage he deals.

As with weapon acquisitions, purchasing new pieces of equipment as you progress in the storyline is a vital step in Unity. With combat becoming increasingly difficult with every Sequence you complete, neglecting to improve Arno's armor will put you at a severe disadvantage.

The following tables reveal the purchase price, unlock conditions and modifiers for the many pieces of equipment that Arno can wear.

Club Competition Rewards

By creating or joining a club with online friends, you can earn exclusive rewards, including some high-level pieces of equipment of the "legendary" type.

To achieve this, you will need to earn high amounts of Creed Points. The total Creed Points gathered by all members of a club is compared with the totals earned by other clubs within a group of six. Finishing first of your group gives you access to an exclusive reward. To increase your chances, try to make the most of Creed Points multipliers awarded for completing certain specific actions or missions. If you take part in a Club Competition but do not win it, you can still buy its associated reward when it becomes available for purchase at a later point for the price indicated in the tables in this chapter.

Head Equipment

There are a multitude of head items that you can equip Arno with. In addition to their obvious cosmetic qualities, they offer actual improvements to Arno's statistics, such as Eagle Vision enhancements, health bonuses, increasing the money he can loot, and extending the duration of the Assassin Cache skill.

Head Equipment

Name	Condition	Eagle Vision Range	Eagle Vision Duration	Eagle Vision Cooldown	Money Looted	▲	Health	Communal Sense Range	Communal Sense Duration	Assassin Cache Duration
Arno's Original Hood	Default	+10%	-	-	-	-	-	-	-	-
	Upgraded	+20%	-	-	-	-	-	-	-	-
Leipzig Regiment Hood	Default	-	-	-	-	-	+1	-	-	-
	Upgraded	-	-	-	-	-	+3	-	-	-
Siege of Maastricht Hood	Default	+5%	-	-	-	-	-	-	-	-
	Upgraded	+15%	-	-	-	-	-	-	-	-
Handmade Prowler Hood	Default	-	-	-	+25%	-	+2	-	-	-
	Upgraded	-	-	-	+35%	-	+4	-	-	-
Handmade Sans-Culottes Hood	Default	+20%	-	-	-	-	-	+10%	-	-
	Upgraded	+40%	-	-	-	-	-	+20%	-	-
Handmade Napoleonic Hood	Default	+20%	-	-	-	-	+2	-	-	-
	Upgraded	+40%	-	-	-	-	+4	-	-	+20%
Handmade Medieval Hood	Default	+15%	-	-	-	-	+4	-	-	-
	Upgraded	+25%	-	-	-	-	+6	-	-	-
Handmade Bourgeois Hood	Default	+15%	-	-	-	-	+1	-	-	-
	Upgraded	+25%	-	-	-	-	+3	-	-	-
Arno's Tailored Hood	Default	+30%	+15%	-	-	-	+2	-	-	-
	Upgraded	+40%	+25%	-	-	-	+4	-	-	-
Tailored Sans-Culottes Hood	Default	+30%	+15%	-	-	-	-	-	+15%	-
	Upgraded	+50%	+30%	-	-	-	-	-	+25%	-
Tailored Prowler Hood	Default	+25%	-	-	+30%	-	+3	-	-	-
	Upgraded	+35%	-	-	+40%	-	+5	-	-	-
Tailored Medieval Hood	Default	+25%	+10%	-	-	-	+5	-	-	-
	Upgraded	+35%	+20%	-	-	-	+9	-	-	-
Tailored Phantom Hood	Default	+25%	+15%	-	-	-	+3	-	-	-
	Upgraded	+35%	+25%	-	-	-	+5	-	-	-
Tailored Musketeer Hood	Default	+25%	+10%	-	+15%	-	-	-	-	-
	Upgraded	+35%	+20%	-	+25%	-	-	-	-	-
Tailored Military Hood	Default	+25%	+10%	-	-	-	-	-	-	+50%
	Upgraded	+35%	+20%	-	-	-	-	-	-	+65%
Tailored Brigand Hood	Default	+35%	-	-	-	-	+1	-	-	+40%
	Upgraded	+45%	-	-	-	-	+3	-	-	+55%
Tailored Bourgeois Hood	Default	+25%	+15%	-	-	-	+2	-	-	-
	Upgraded	+35%	+25%	-	-	-	+4	-	-	-
Improved Prowler Hood	Default	+35%	+15%	-	+40%	-	+4	-	-	-
	Upgraded	+45%	+25%	-	+55%	-	+6	-	-	-
Improved Napoleonic Hood	Default	+40%	+20%	-	-	-	+4	-	-	+50%
	Upgraded	+60%	+35%	-20%	-	-	+6	-	-	+70%
Improved Medieval Hood	Default	+35%	+15%	-10%	-	-	+6	-	-	-
	Upgraded	+50%	+25%	-30%	-	-	+12	-	-	-
Improved Phantom Hood	Default	+35%	+20%	-	-	-	+4	+15%	-	-
	Upgraded	+45%	+30%	-	-	-	+6	+25%	-	-
Improved Military Hood	Default	+35%	+15%	-10%	-	-	-	-	-	+60%
	Upgraded	+45%	+25%	-20%	-	-	-	-	-	+75%
Improved Brigand Hood	Default	+45%	+15%	-	-	-	+2	-	-	+50%
	Upgraded	+55%	+25%	-	-	-	+4	-	-	+65%
Improved Bourgeois Hood	Default	+35%	+20%	-10%	-	-	+3	-	-	-
	Upgraded	+45%	+30%	-20%	-	-	+5	-	-	-
Arno's Master Hood	Default	+50%	+25%	-20%	+45%	-	+4	-	-	-
	Upgraded	+60%	+35%	-30%	+60%	-	+6	-	-	-
Master Sans-Culottes Hood	Default	+55%	+20%	-	-	-	-	+20%	+15%	+15%
	Upgraded	+75%	+35%	-	-	-	-	+30%	+25%	+25%
Master Phantom Hood	Default	+45%	+25%	-	-	-	+5	+20%	+10%	-
	Upgraded	+60%	+35%	-	-	-	+7	+30%	+10%	-
Master Musketeer Hood	Default	+45%	+20%	-20%	+25%	-	+3	-	-	-
	Upgraded	+55%	+30%	-30%	+35%	-	+5	-	-	-
Master Military Hood	Default	+45%	+20%	-20%	+40%	-	-	-	-	+70%
	Upgraded	+60%	+30%	-30%	+50%	-	-	-	-	+85%
Master Brigand Hood	Default	+50%	+20%	-	+40%	-	+3	-	-	+60%
	Upgraded	+65%	+30%	-	+50%	-	+5	-	-	+75%
Master Bourgeois Hood	Default	+45%	+25%	-20%	-	-	+4	-	-	+60%
	Upgraded	+55%	+35%	-30%	-	-	+8	-	-	+70%
Legendary Sans-Culottes Hood	Default	+60%	+30%	-	-	-	-	+30%	+20%	-
	Upgraded	+80%	+50%	-	-	+10%	-	+50%	+40%	-
Legendary Prowler Hood	Default	+55%	+25%	-30%	+60%	-	+6	-	-	-
	Upgraded	+65%	+35%	-40%	+80%	+10%	+10	-	-	-
Legendary Napoleonic Hood	Default	+60%	+30%	-30%	-	-	+6	-	-	+70%
	Upgraded	+80%	+45%	-50%	-	+10%	+10	-	-	+90%
Legendary Medieval Hood	Default	+55%	+25%	-30%	-	-	+8	-	-	+40%
	Upgraded	+70%	+40%	-50%	-	+10%	+16	-	-	+50%
Legendary Phantom Hood	Default	+55%	+30%	-	-	-	+6	+25%	+15%	-
	Upgraded	+70%	+45%	-	-	+10%	+10	+40%	+15%	-
Legendary Musketeer Hood	Default	+55%	+25%	-30%	+35%	-	+5	-	-	-
	Upgraded	+65%	+35%	-40%	+45%	+10%	+9	-	-	-
Legendary Military Hood	Default	+55%	+25%	-30%	+50%	-	-	-	-	+80%
	Upgraded	+70%	+40%	-50%	+60%	+10%	-	-	-	+95%
Legendary Brigand Hood	Default	+55%	+25%	-	+50%	-	+4	-	-	+70%
	Upgraded	+70%	+40%	-	+60%	+10%	+8	-	-	+85%

Chest Equipment

Chest items primarily improve Arno's stealth skills, but they can also increase his health and/or his armor against ranged attacks.

Chest Equipment

Name	Condition	Time to Blend Bonus	Blend Fade Time Bonus	Restricted Area Detection Time	Melee Armor	Ranged Armor	Health	Disguise Radius	Disguise Duration	Availability/Cos
Arno's Original Coat	Default	-	-	+10%	-	-	-	-	-	-
	Upgraded	-	-	+15%	-	-	-	-	-	200 ▲
Prussian Waistcoat	Default	-	-	-	-	-	+1	-	-	DLC or preorder bonus
	Upgraded	-	-	-	-	-	+3	-	-	200 ▲
Athos' Duel Shirt	Default	-	-	+30%	-	-	-	-	-	DLC or preorder bonus
	Upgraded	-	-	+35%	-	-	-	-	-	200 ▲
Handmade Prowler Coat	Default	-	-	-	+4%	+4%	-	-	-	250 ₣
	Upgraded	-	-	-	+6%	+6%	-	-	-	500 ▲
Handmade Sans-Culottes Coat	Default	-	-	+40%	-	-	-	-	+20%	Complete Co-op Missio The Food Chain
	Upgraded	-	-	+50%	-	-	-	-	+40%	500 ▲
Handmade Napoleonic Coat	Default	-	-	+20%	+4%	-	+2	-	-	258 ₣
	Upgraded	-	-	+25%	+6%	-	+4	-	-	500 ▲
Handmade Medieval Coat	Default	-	-	-	+4%	-	+4	-	-	272 ₣
	Upgraded	-	-	-	+6%	-	+6	-	-	500 ▲
Handmade Bourgeois Coat	Default	-	-	+20%	-	-	+1	-	-	245 ₣
	Upgraded	-	-	+25%	-	-	+3	-	-	500 ▲
Arno's Tailored Coat	Default	-	-	+35%	+3%	-	+3	-	-	Complete Sequence 05, memory 03
	Upgraded	-	-	+40%	+5%	-	+5	-	-	1,000 ▲
Tailored Sans-Culottes Coat	Default	-	-	+60%	-	-	-	+30%	+35%	1,100 ₣
	Upgraded	-	-	+70%	-	-	-	+50%	+55%	1,000 ▲
Tailored Prowler Coat	Default	-	-	-	+5%	+6%	+2	-	-	In a chest in the Hôtel d Ville sub-district
	Upgraded	-	-	-	+7%	+8%	+4	-	-	1,000 ▲
Tailored Medieval Coat	Default	-	-	-	+6%	+6%	+4	-	-	1,090 ₣
	Upgraded	-	-	-	+9%	+8%	+7	-	-	1,000 ▲
Tailored Phantom Coat	Default	-	-	+50%	+3%	-	+3	-	-	Companion App, Panthéon mission rewa
	Upgraded	-	-	+55%	+5%	-	+5	-	-	1,000 ▲
Tailored Musketeer Coat	Default	-	-	+50%	+3%	-	+2	-	-	Complete Co-op Missio Heads Will Roll
	Upgraded	-	-	+55%	+5%	-	+4	-	-	1,000 ▲
Tailored Military Coat	Default	-	-	+40%	+3%	-	+3	-	-	900 ₣
	Upgraded	-	-	+45%	+5%	-	+5	-	-	1,000 ▲
Tailored Brigand Coat	Default	-	-	+40%	+3%	-	+3	-	-	Complete Co-op Missio The infernal Machine
	Upgraded	-	-	+45%	+5%	-	+5	-	-	1,000 ▲
Tailored Bourgeois Coat	Default	-	-	+40%	+3%	-	+3	-	-	Collect all artifacts from Le Quartier Latin
	Upgraded	-	-	+45%	+5%	-	+5	-	-	1,000 ▲
Improved Prowler Coat	Default	-	-	+40%	+6%	+8%	+3	-	-	5,000 ₣
	Upgraded	-	-	+45%	+8%	+10%	+5	-	-	2,000 ▲
Improved Napoleonic Coat	Default	-	-	+40%	+6%	+5%	+4	-	-	Complete Co-op Missio Danton's Sacrifice
	Upgraded	-	-	+45%	+8%	+7%	+6	-	-	2,000 ▲
Improved Medieval Coat	Default	-	-	+30%	+7%	+10%	+5	-	-	Complete Co-op Missio Jacobin Raid
	Upgraded	-	-	+35%	+10%	+12%	+9	-	-	2,000 ▲
Improved Phantom Coat	Default	-	-	+60%	+6%	-	+4	-	+35%	5,300 ₣
	Upgraded	-	-	+65%	+8%	-	+6	-	+45%	2,000 ▲
Improved Military Coat	Default	-	-	+45%	-	+4%	+4	+25%	-	4,500 ₣
	Upgraded	-	-	+50%	-	+6%	+6	+35%	-	2,000 ▲
Improved Brigand Coat	Default	-25%	-	+45%	+4%	-	+4	-	-	4,800 ₣
	Upgraded	-35%	-	+50%	+6%	-	+6	-	-	2,000 ▲
Improved Bourgeois Coat	Default	-	+25%	+45%	+4%	-	+3	-	-	4,900 ₣
	Upgraded	-	+35%	+50%	+6%	-	+5	-	-	2,000 ▲
Arno's Master Coat	Default	-45%	+45%	+50%	+5%	-	+4	-	-	Complete Co-op Missio Political Persecution
	Upgraded	-55%	+55%	+55%	+7%	-	+6	-	-	5,000 ▲
Master Sans-Culottes Coat	Default	-60%	+60%	+90%	-	-	-	+50%	+50%	27,500 ₣
	Upgraded	-75%	+75%	+100%	-	-	-	+70%	+70%	5,000 ▲
Master Phantom Coat	Default	-	-	+75%	+8%	-	+5	+40%	+50%	Complete 105 Crowd Events
	Upgraded	-	-	+80%	+10%	-	+7	+50%	+60%	5,000 ▲
Master Musketeer Coat	Default	-50%	+50%	+70%	+4%	-	+3	-	-	23,500 ₣
	Upgraded	-60%	+60%	+75%	+6%	-	+5	-	-	5,000 ▲
Master Military Coat	Default	-	-	+55%	+5%	+5%	+4	+30%	-	Complete Co-op Missio Women's March
	Upgraded	-	-	+60%	+7%	+7%	+6	+40%	-	5,000 ▲
Master Brigand Coat	Default	-30%	+30%	+50%	+5%	-	+5	-	-	24,000 ₣
	Upgraded	-40%	+40%	+55%	+7%	-	+7	-	-	5,000 ▲
Master Bourgeois Coat	Default	-	+30%	+50%	+5%	+6%	+4	-	-	24,500 ₣
	Upgraded	-	+40%	+55%	+7%	+8%	+6	-	-	5,000 ▲
Legendary Sans-Culottes Coat	Default	-80%	+80%	+120%	-	-	-	+80%	+80%	Club Competition Reward (or 160,000 ₣
	Upgraded	-100%	+100%	+130%	-	-	-	+100%	+100%	10,000 ▲
Legendary Prowler Coat	Default	-	-	+65%	+10%	+10%	+6	+45%	-	Club Competition Reward (or 150,000 ₣
	Upgraded	-	-	+70%	+12%	+12%	+8	+55%	-	10,000 ▲
Legendary Napoleonic Coat	Default	-	+40%	+65%	+8%	+17%	+6	-	-	Club Competition Reward (or 150,000 ₣
	Upgraded	-	+50%	+70%	+11%	+20%	+10	-	-	10,000 ▲
Legendary Medieval Coat	Default	-	-	+60%	+12%	+20%	+8	-	+35%	140,000 ₣
	Upgraded	-	-	+65%	+17%	+24%	+16	-	+45%	10,000 ▲
Legendary Phantom Coat	Default	-	-	+90%	+10%	-	+6	+60%	+60%	Club Competition Reward (or 160,000)
	Upgraded	-	-	+100%	+13%	-	+10	-	+75%	10,000 ▲
Legendary Musketeer Coat	Default	-60%	+60%	+80%	+5%	-	+4	-	-	Complete Co-op Missio The Tournament
	Upgraded	-70%	+70%	+90%	+7%	-	+6	-	-	10,000 ▲
Legendary Military Coat	Default	-	-	+70%	+6%	+7%	+6	+50%	-	125,000 ₣
	Upgraded	-	-	+75%	+8%	+9%	+8	+60%	-	10,000 ▲
Legendary Brigand Coat	Default	-50%	+50%	+65%	+6%	-	+6	-	-	Club Competition Reward (or 140,000 ₣
	Upgraded	-60%	+60%	+70%	+8%	-	+8	-	-	10,000 ▲

Forearm Equipment

Forearm items offer a variety of bonuses, from the damage you deal to the amount of health that you restore to allies when you revive them. The most valuable modifiers are increased Phantom Blades and Berserk Blades capacities, as both are practically indispensable.

Forearm Equipment

Name	Condition	Damage	Health	Phantom Blades	Berserk Blades	Revive Speed	Healing Duration	Healing Bonus	High-Profile Noise	Low-Profile Noise	Tak N
Arno's Original Bracers	Default	+1%	-	-	-	-	-	-	-	-	-
	Upgraded	+3%	-	-	-	-	-	-	-	-	-
Bracers of Candia	Default	-	+1	-	-	-	-	-	-	-	-
	Upgraded	-	+3	-	-	-	-	-	-	-	-
La Tour d'Auvergne Bracers	Default	+1%	-	-	-	-	-	-	-	-	-
	Upgraded	+3%	-	-	-	-	-	-	-	-	-
Handmade Prowler Bracers	Default	+4%	+2	-	-	-	-	-	-	-	-
	Upgraded	+6%	+4	-	-	-	-	-	-	-	-
Handmade Sans-Culottes Bracers	Default	-	-	-	-	-	-	-	-10%	-10%	-
	Upgraded	-	-	-	-	-	-	-	-15%	-15%	-
Handmade Napoleonic Bracers	Default	-	+2	+1	-	-	-	-	-	-	-
	Upgraded	-	+4	+2	-	-	-	-	-	-	-
Handmade Medieval Bracers	Default	-	+4	-	-	+35%	-	-	-	-	-
	Upgraded	-	+6	-	-	+40%	-	-	-	-	-
Handmade Bourgeois Bracers	Default	+2%	-	-	-	-	-	-	-5%	-	-
	Upgraded	+4%	-	-	-	-	-	-	-8%	-	-
Arno's Tailored Bracers	Default	+3%	-	-	-	-	-	-	-15%	-10%	-
	Upgraded	+5%	-	-	-	-	-	-	-18%	-13%	-
Tailored Sans-Culottes Bracers	Default	-	-	-	-	-	-	-	-15%	-15%	-15%
	Upgraded	-	-	-	-	-	-	-	-20%	-20%	-20%
Tailored Prowler Bracers	Default	+6%	+4	-	-	-	-	-	-15%	-	-
	Upgraded	+9%	+6	-	-	-	-	-	-18%	-	-
Tailored Medieval Bracers	Default	-	+4	-	-	+45%	-	+20%	-	-	-
	Upgraded	-	+7	-	-	+50%	+5%	+30%	-	-	-
Tailored Phantom Bracers	Default	-	+3	-	-	-	-	-	-10%	-10%	-
	Upgraded	-	+5	-	-	-	-	-	-13%	-13%	-
Tailored Musketeer Bracers	Default	+4%	-	-	-	-	-	-	-15%	-10%	-
	Upgraded	+6%	-	-	-	-	-	-	-18%	-13%	-
Tailored Military Bracers	Default	-	+2	+3	+2	-	-	-	-	-	-
	Upgraded	-	+4	+4	+3	-	-	-	-	-	-
Tailored Brigand Bracers	Default	+4%	-	+2	-	-	-	-	-10%	-	-
	Upgraded	+6%	-	+3	-	-	-	-	-13%	-	-
Tailored Bourgeois Bracers	Default	+3%	-	+2	-	-	-	-	-13%	-	-
	Upgraded	+5%	-	+3	-	-	-	-	-16%	-	-
Improved Prowler Bracers	Default	+8%	+4	-	-	+40%	-	-	-20%	-	-
	Upgraded	+11%	+6	-	-	+40%	-	-	-23%	-	-
Improved Napoleonic Bracers	Default	+2%	+4	+3	+3	-	-	-	-11%	-	-
	Upgraded	+4%	+6	+4	+4	-	-	-	-14%	-	-
Improved Medieval Bracers	Default	-	+5	-	-	+55%	-	+25%	-	-	-
	Upgraded	-	+9	-	-	+55%	-	+35%	-	-	-
Improved Phantom Bracers	Default	-	+4	-	-	-	-	-	-15%	-15%	-15%
	Upgraded	-	+6	-	-	-	-	-	-18%	-18%	-18%
Improved Military Bracers	Default	-	+2	+4	+4	-	-	-	-5%	-	-
	Upgraded	-	+4	+5	+5	-	-	-	-8%	-	-
Improved Brigand Bracers	Default	+6%	-	+2	+1	-	-	-	-20%	-	-
	Upgraded	+8%	-	+3	+2	-	-	-	-23%	-	-
Improved Bourgeois Bracers	Default	+4%	-	+2	-	-	-	-	-17%	-20%	-
	Upgraded	+6%	-	+3	-	-	-	-	-20%	-23%	-
Arno's Master Bracers	Default	+5%	+4	+2	-	-	-	-	-25%	-20%	-
	Upgraded	+7%	+6	+3	-	-	-	-	-28%	-23%	-
Master Sans-Culottes Bracers	Default	-	+2	+2	-	-	-	-	-25%	-25%	-25%
	Upgraded	-	+4	+3	-	-	-	-	-30%	-30%	-30%
Master Phantom Bracers	Default	+4%	+5	-	-	-	-	-	-20%	-20%	-20%
	Upgraded	+6%	+7	-	-	-	-	-	-24%	-24%	-24%
Master Musketeer Bracers	Default	+8%	+1	-	-	+40%	-	-	-25%	-20%	-
	Upgraded	+10%	+3	-	-	+45%	-	-	-29%	-24%	-
Master Military Bracers	Default	-	+3	+5	+5	-	-	-	-10%	-10%	-
	Upgraded	-	+5	+6	+6	-	-	-	-13%	-13%	-
Master Brigand Bracers	Default	+8%	+4	+3	+2	-	-	-	-25%	-	-
	Upgraded	+10%	+6	+4	+3	-	-	-	-28%	-	-
Master Bourgeois Bracers	Default	+6%	+3	+3	-	-	-	-	-20%	-25%	-
	Upgraded	+8%	+6	+4	-	-	-	-	-23%	-28%	-
Legendary Sans-Culottes Bracers	Default	-	+3	+3	-	-	-	-	-30%	-30%	-30%
	Upgraded	-	+5	+4	-	-	-	-	-35%	-35%	-35%
Legendary Prowler Bracers	Default	+12%	+6	+2	-	+60%	-	-	-25%	-	-
	Upgraded	+17%	+8	+3	-	+60%	-	-	-28%	-	-
Legendary Napoleonic Bracers	Default	+4%	+6	+5	+5	-	-	-	-15%	-15%	-
	Upgraded	+6%	+10	+6	+6	-	-	-	-18%	-18%	-
Legendary Medieval Bracers	Default	-	+8	-	-	+80%	+80%	+40%	-10%	-	-
	Upgraded	-	+16	-	-	+85%	+85%	+50%	-13%	-	-
Legendary Phantom Bracers	Default	+5%	+5	-	-	-	-	-	-25%	-25%	-25%
	Upgraded	+7%	+9	-	-	-	-	-	-29%	-29%	-29%
Legendary Musketeer Bracers	Default	+10%	-	-	-	+50%	-	-	-30%	-25%	-
	Upgraded	+13%	-	-	-	+55%	-	-	-35%	-30%	-
Legendary Military Bracers	Default	-	+4	+6	+6	-	-	-	-15%	-15%	-
	Upgraded	-	+6	+7	+7	-	-	-	-18%	-18%	-
Legendary Brigand Bracers	Default	+10%	+5	+4	+4	-	-	-	-25%	-	-
	Upgraded	+13%	+7	+5	+5	-	-	-	-28%	-	-

Waist Equipment

Waist items are focused on increasing the number of consumables that Arno can carry. It's a good idea to have a representative selection of these. This way, you can carry additional Medicine for tough missions, or pack additional lockpicks when you opt to take a break with an extended chest hunt.

Waist Equipment

Name	Condition	Medicine	Smoke Bombs	Stun Bombs	Poison Gas	Money Pouches	Cherry Bombs	Health	Lockpicks	Ammunition
Arno's Original Belt	Default	-	-	-	-	-	-	-	-	+1
	Upgraded	-	-	-	-	-	-	-	-	+2
Isenburg-Birnstein Belt	Default	-	-	-	-	-	-	-	-	+2
	Upgraded	-	-	-	-	-	-	-	-	+3
Addorsed Eagle Belt	Default	-	-	+1	-	-	-	-	-	-
	Upgraded	-	+1	+1	-	-	-	-	-	-
Handmade Prowler Belt	Default	-	-	-	-	-	-	+1	-	+1
	Upgraded	-	-	-	-	-	-	+3	-	+2
Handmade Sans-Culottes Belt	Default	-	+1	-	-	-	-	-	+10	-
	Upgraded	-	+3	-	-	-	-	-	+15	-
Handmade Napoleonic Belt	Default	-	-	-	-	-	-	+3	-	+2
	Upgraded	-	-	-	-	-	-	+5	-	+3
Handmade Medieval Belt	Default	+1	-	-	-	-	-	+3	-	-
	Upgraded	+3	-	-	-	-	-	+5	-	-
Handmade Bourgeois Belt	Default	-	-	-	-	-	+1	-	-	+1
	Upgraded	-	-	-	-	-	+3	-	-	+2
Arno's Tailored Belt	Default	-	+2	-	-	-	+1	-	-	+2
	Upgraded	-	+4	-	-	-	+3	-	-	+3
Tailored Sans-Culottes Belt	Default	-	+2	-	-	-	+2	-	+14	-
	Upgraded	-	+4	-	-	-	+4	-	+19	-
Tailored Prowler Belt	Default	-	-	+2	-	-	-	+2	-	+3
	Upgraded	-	-	+3	-	-	-	+4	-	+4
Tailored Medieval Belt	Default	+2	+1	-	-	-	-	+5	-	-
	Upgraded	+4	+3	-	-	-	-	+9	-	-
Tailored Phantom Belt	Default	+2	-	-	-	-	-	+3	+10	-
	Upgraded	+4	-	-	-	-	-	+5	+15	-
Tailored Musketeer Belt	Default	-	+1	-	-	-	+2	-	-	+2
	Upgraded	-	+3	-	-	-	+4	-	-	+3
Tailored Military Belt	Default	-	+2	-	-	-	+2	-	-	+1
	Upgraded	-	+4	-	-	-	+4	-	-	+2
Tailored Brigand Belt	Default	-	+2	-	-	-	+1	-	-	+1
	Upgraded	-	+4	-	-	-	+3	-	-	+2
Tailored Bourgeois Belt	Default	-	+1	-	-	-	+2	-	-	+2
	Upgraded	-	+3	-	-	-	+4	-	-	+3
Improved Prowler Belt	Default	+2	-	+3	-	-	-	+3	-	+3
	Upgraded	+4	-	+4	-	-	-	+5	-	+4
Improved Napoleonic Belt	Default	+2	-	-	-	-	+2	+5	-	+3
	Upgraded	+4	-	-	-	-	+4	+7	-	+4
Improved Medieval Belt	Default	+3	+2	-	-	-	+1	+6	-	-
	Upgraded	+5	+4	-	-	-	+3	+12	-	-
Improved Phantom Belt	Default	+2	-	-	-	-	-	+4	+14	+1
	Upgraded	+4	-	-	-	-	-	+6	+19	+2
Improved Military Belt	Default	-	+3	-	+1	-	+3	-	-	+2
	Upgraded	-	+5	-	+2	-	+5	-	-	+3
Improved Brigand Belt	Default	-	+3	+3	-	-	+2	-	-	+2
	Upgraded	-	+5	+4	-	-	+4	-	-	+3
Improved Bourgeois Belt	Default	+2	+2	-	-	-	+3	-	-	+3
	Upgraded	+4	+4	-	-	-	+5	-	-	+4
Arno's Master Belt	Default	+2	+4	-	-	-	+3	+4	-	+3
	Upgraded	+4	+6	-	-	-	+5	+6	-	+5
Master Sans-Culottes Belt	Default	+1	+4	-	-	+2	+4	-	+22	-
	Upgraded	+3	+6	-	-	+4	+6	-	+27	-
Master Phantom Belt	Default	+3	+1	-	-	-	-	+5	+17	+2
	Upgraded	+5	+3	-	-	-	-	+7	+22	+3
Master Musketeer Belt	Default	+2	+3	-	-	-	+4	+1	-	+3
	Upgraded	+4	+5	-	-	-	+6	+3	-	+4
Master Military Belt	Default	-	+4	+2	+2	-	+4	-	-	+3
	Upgraded	-	+6	+3	+3	-	+6	-	-	+4
Master Brigand Belt	Default	-	+4	+4	+1	-	+3	-	-	+3
	Upgraded	-	+6	+5	+2	-	+5	-	-	+4
Master Bourgeois Belt	Default	+3	+3	-	-	-	+4	+1	-	+4
	Upgraded	+8	+7	-	-	-	+7	+4	-	+6
Legendary Sans-Culottes Belt	Default	+2	+5	-	-	+3	+5	-	+25	-
	Upgraded	+7	+10	-	-	+8	+9	-	+30	-
Legendary Prowler Belt	Default	+4	-	+4	+2	-	-	+5	-	+4
	Upgraded	+9	-	+5	+3	-	-	+9	-	+5
Legendary Napoleonic Belt	Default	+4	+4	-	-	-	+4	+7	-	+4
	Upgraded	+9	+8	-	-	-	+8	+9	-	+6
Legendary Medieval Belt	Default	+5	+4	+2	-	-	+3	+8	-	-
	Upgraded	+10	+8	+3	-	-	+6	+16	-	-
Legendary Phantom Belt	Default	+4	+3	-	-	-	-	+6	+20	+3
	Upgraded	+9	+6	-	-	-	-	+10	+25	+4
Legendary Musketeer Belt	Default	+3	+4	-	-	-	+5	+3	-	+5
	Upgraded	+8	+8	-	-	-	+9	+6	-	+6
Legendary Military Belt	Default	-	+5	+3	+3	-	+5	-	-	+4
	Upgraded	-	+10	+4	+5	-	+10	-	-	+7
Legendary Brigand Belt	Default	-	+5	+5	+2	-	+4	-	-	+3
	Upgraded	-	+7	+6	+3	-	+7	-	-	+4

Leg Equipment

Leg items generally improve Arno's proficiency to resist fall damage and create less noise while moving at speed, though they can also increase his health bar.

Leg Equipment

Name	Condition	Falling Damage	Falling Noise	Running Noise	Health	Availability/Cost
Arno's Original Breeches	Default	-	-	-5%	-	-
	Upgraded	-	-	-7%	-	200 ▲
National Guard Trousers	Default	-	-	-6%	-	DLC or preorder bonus
	Upgraded	-	-	-8%	-	200 ▲
Black Musketeer Breeches	Default	-	-	-8%	-	DLC or preorder bonus
	Upgraded	-	-	-10%	-	200 ▲
Handmade Prowler Breeches	Default	-20%	-	-	+2	Complete Co-op Mission: Heads Will Roll
	Upgraded	-25%	-	-	+4	500 ▲
Handmade Sans-Culottes Trousers	Default	-	-18%	-20%	-	275 ₣
	Upgraded	-	-20%	-25%	-	500 ▲
Handmade Napoleonic Breeches	Default	-	-	-7%	+3	245 ₣
	Upgraded	-	-	-9%	+5	500 ▲
Handmade Medieval Breeches	Default	-40%	-	-	+4	270 ₣
	Upgraded	-50%	-	-	+6	500 ▲
Handmade Bourgeois Breeches	Default	-	-2%	-7%	-	240 ₣
	Upgraded	-	-4%	-9%	-	500 ▲
Arno's Tailored Breeches	Default	-10%	-9%	-9%	-	900 ₣
	Upgraded	-15%	-11%	-11%	-	1,000 ▲
Tailored Sans-Culottes Trousers	Default	-25%	-	-5%	+3	In a chest in the Luxembourg sub-district
	Upgraded	-30%	-	-7%	+5	1,000 ▲
Tailored Prowler Breeches	Default	-1%	-21%	-25%	-	Complete Co-op Mission: The Austrian Conspiracy
	Upgraded	-6%	-24%	-30%	-	1,000 ▲
Tailored Medieval Breeches	Default	-45%	-1%	-	+5	1,090 ₣
	Upgraded	-55%	-3%	-	+9	1,000 ▲
Tailored Phantom Breeches	Default	-5%	-4%	-4%	-	Companion App
	Upgraded	-10%	-6%	-6%	-	1,000
Tailored Musketeer Breeches	Default	-4%	-10%	-15%	-	1,000 ₣
	Upgraded	-9%	-13%	-18%	-	1,000 ▲
Tailored Military Breeches	Default	-4%	-12%	-12%	-	1,030 ₣
	Upgraded	-9%	-15%	-15%	-	1,000 ▲
Tailored Brigand Breeches	Default	-4%	-	-4%	+1	920 ₣
	Upgraded	-6%	-	-6%	+3	1,000 ▲
Tailored Bourgeois Breeches	Default	-5%	-4%	-9%	-	Collect all artifacts from Le Marais
	Upgraded	-10%	-6%	-11%	-	1,000 ▲
Improved Prowler Breeches	Default	-30%	-1%	-10%	+4	Complete Co-op Mission: Political Persecution
	Upgraded	-40%	-3%	-12%	+6	2,000 ▲
Improved Napoleonic Breeches	Default	-10%	-4%	-11%	+5	4,900 ₣
	Upgraded	-15%	-6%	-13%	+7	2,000 ▲
Improved Medieval Breeches	Default	-50%	-2%	-1%	+6	5,450 ₣
	Upgraded	-60%	-4%	-3%	+12	2,000 ₣
Improved Phantom Breeches	Default	-10%	-6%	-6%	+1	4,700 ₣
	Upgraded	-15%	-8%	-8%	+3	2,000 ▲
Improved Military Breeches	Default	-6%	-15%	-15%	+1	5,150 ₣
	Upgraded	-11%	-18%	-18%	+3	2,000 ▲
Improved Brigand Breeches	Default	-5%	-6%	-6%	+2	4,600 ₣
	Upgraded	-10%	-8%	-8%	+4	2,000 ▲
Improved Bourgeois Breeches	Default	-10%	-6%	-11%	+1	4,800 ₣
	Upgraded	-15%	-8%	-13%	+3	2,000 ▲
Arno's Master Breeches	Default	-20%	-13%	-13%	+2	22,500 ₣
	Upgraded	-25%	-15%	-15%	+4	5,000 ▲
Master Sans-Culottes Trousers	Default	-3%	-27%	-35%	+2	27,500 ₣
	Upgraded	-8%	-30%	-40%	+4	5,000 ▲
Master Phantom Breeches	Default	-20%	-8%	-8%	+2	Complete Co-op Mission: Les Enragés
	Upgraded	-30%	-10%	-10%	+4	5,000 ▲
Master Musketeer Breeches	Default	-8%	-18%	-25%	+2	25,000 ₣
	Upgraded	-13%	-21%	-28%	+4	5,000 ▲
Master Military Breeches	Default	-8%	-20%	-20%	+2	25,750 ₣
	Upgraded	-13%	-23%	-23%	+4	5,000 ▲
Master Brigand Breeches	Default	-10%	-8%	-8%	+3	Complete Co-op Mission: The Tournament
	Upgraded	-15%	-10%	-10%	+5	5,000 ▲
Master Bourgeois Breeches	Default	-15%	-8%	-13%	+2	24,000 ₣
	Upgraded	-20%	-10%	-15%	+4	5,000 ▲
Legendary Sans-Culottes Trousers	Default	-4%	-30%	-40%	+3	Club Competition Reward (or 165,000 ₣)
	Upgraded	-9%	-35%	-45%	+5	10,000 ▲
Legendary Prowler Breeches	Default	-40%	-3%	-20%	+6	Club Competition Reward (or 150,000 ₣)
	Upgraded	-50%	-5%	-22%	+10	10,000 ▲
Legendary Napoleonic Breeches	Default	-20%	-8%	-15%	+7	Complete Coop Mission: Moving Mirabeau
	Upgraded	-25%	-10%	-17%	+11	10,000 ▲
Legendary Medieval Breeches	Default	-60%	-4%	-3%	+8	Club Competition Reward (or 165,000 ₣)
	Upgraded	-80%	-6%	-5%	+16	10,000 ▲
Legendary Phantom Breeches	Default	-30%	-10%	-10%	+3	Complete Sequence 10, Memory 01
	Upgraded	-40%	-12%	-12%	+5	10,000 ▲
Legendary Musketeer Breeches	Default	-10%	-21%	-30%	+3	Club Competition Reward (or 150,000 ₣)
	Upgraded	-15%	-24%	-33%	+5	10,000 ▲
Legendary Military Breeches	Default	-10%	-25%	-25%	+3	Club Competition Reward (or 160,000 ₣)
	Upgraded	-15%	-28%	-28%	+5	10,000 ▲
Legendary Brigand Breeches	Default	-20%	-10%	-10%	+4	125,000 ₣
	Upgraded	-25%	-12%	-12%	+8	10,000 ▲

Outfits

Outfits only affect Arno's appearance, not his actual skills or attributes. They override the appearance of his garb, but retain the modifiers and bonuses of the equipment he is wearing.

Outfits

Name	Availability
Altaïr's Master Assassin Outfit	Companion App
Bellec's Master Assassin Outfit	Complete Sequence 07, Memory 03
Master Assassin Outfit	Assassin's Creed Initiates
Connor's Master Assassin Outfit	Assassin's Creed Initiates
Edward's Assassin Outfit	Assassin's Creed Initiates
Ezio's Master Assassin Outfit	Assassin's Creed Initiates
Thomas de Carneillon's Master Assassin Outfit	Complete all Nostradamus Enigmas and solve the puzzles in the Armor Room of the Café Théâtre
Arno's Master Assassin Outfit	Complete all main story Sequences

Colors

The various color sets available are purely cosmetic, and have no impact on the gameplay. They can be unlocked via the Character Customization menu.

Colors

Name	Availability/Price
Bright Plumage	Collect 20 Cockades
Infinite Green	Collect 40 Cockades
Beige Ghost	Collect 60 Cockades
Tempest	Collect 80 Cockades
Pure Shadow	Collect 100 Cockades
Assassin Blue	1,000 ▲
Azure Hope	1,000 ▲
Utopia Blue	1,000 ▲
Dark Woods	By default
Emerald Regrets	By default
Marsh Dweller	1,000 ▲
Shiny Firefly	By default
Peaceful Tales	By default
Rainy Sky	By default
Brown Sands	1,000 ▲
Amber Dawn	By default
Autumn Leaves	1,000 ▲
Wildfire	By default
Winter Roses	By default
Royal Purple	5,000 ▲
Fancy Man	5,000 ▲
Deep Forest	5,000 ▲
Turquoise Night	5,000 ▲
Darkest Alley	10,000 ▲
White Eagle	10,000 ▲
Sunset Valley	10,000 ▲
Uplay	Uplay Reward

Reference & Analysis

Collectibles

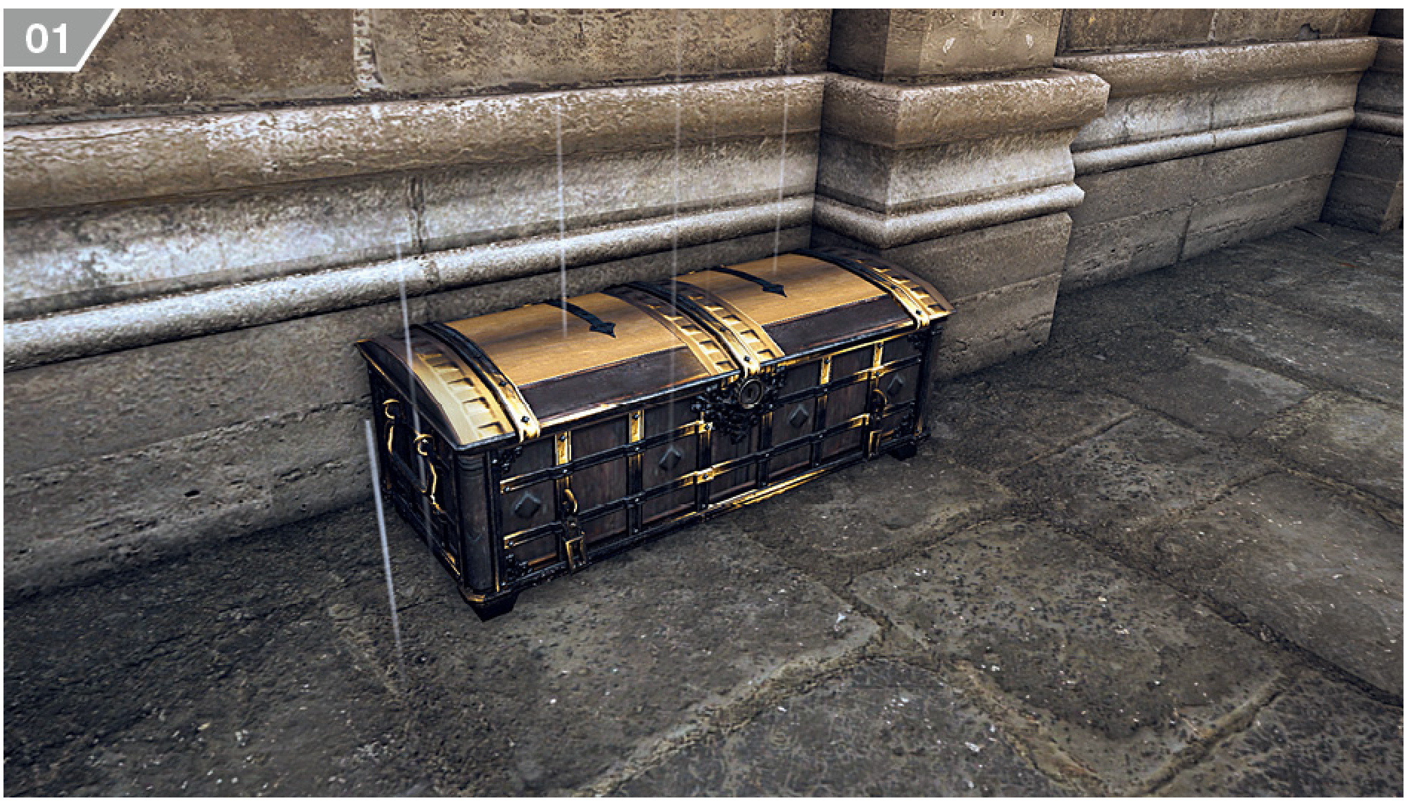
There are many types of collectibles in Assassin's Creed Unity, each leading to very specific rewards. You can study the locations of these items in the Maps & Collectibles section.

Icon	Collectible Type	Notes	Reward
	Treasure Chest	Available in almost every locale of Paris. With red chests ( ), you must first pick their locks – the more complex the lock, the better the level of the lockpicking skill you will need to stand a chance. Certain chests are tied to Assassin's Creed Initiates ( ) or the Companion App ( ), and will require you to complete tasks on these systems for you to access them.	Money (₣) and occasionally equipment.
	Cockade	Cockades are often found hovering in elevated positions, for example at the very top of landmark spires.	Retrieving all Cockades rewards you with a Trophy/Achievement and unlocks additional colors for your garb.
	Sync Point	Sync Point collectibles are only available in Co-op Missions.	Each of these collectibles rewards you with one Sync Point to spend in the Character Customization menu.
	Artifact	There is one set of Artifacts in each district of Paris. Certain Artifacts are tied to Assassin's Creed Initiates ( ) or the Companion App ( ), and will require you to complete tasks on those platforms.	Collecting a set will unlock a piece of equipment or weaponry.
	Nomad Point	Each Nomad Point that you collect reappears after 24 hours at the same spot.	Nomad Points reward you with currency for use in the Companion App.

Reference & Analysis

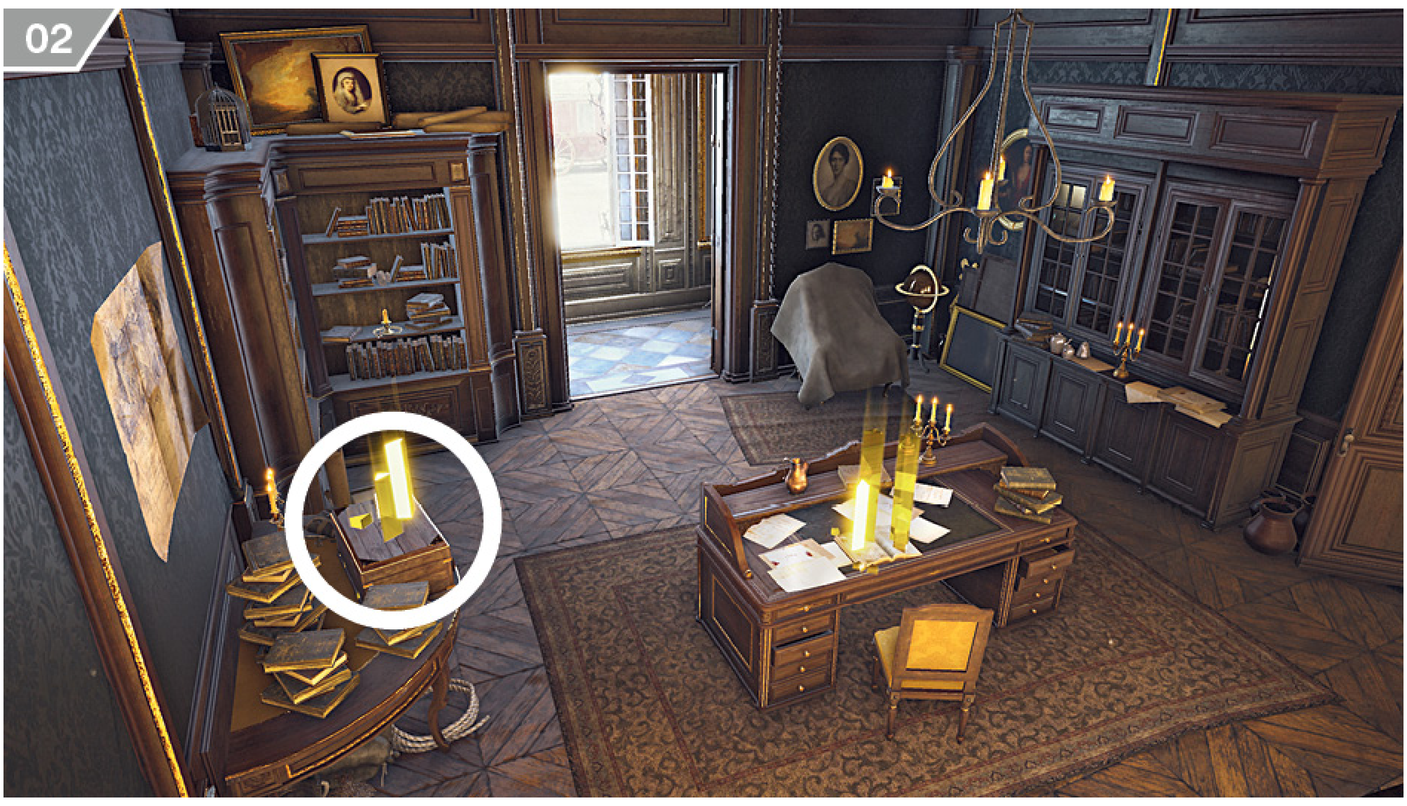
Money

The following summary offers a simple guide to the ways in which Arno can accumulate funds to finance major purchases. The currency used in the game is called francs (₣).



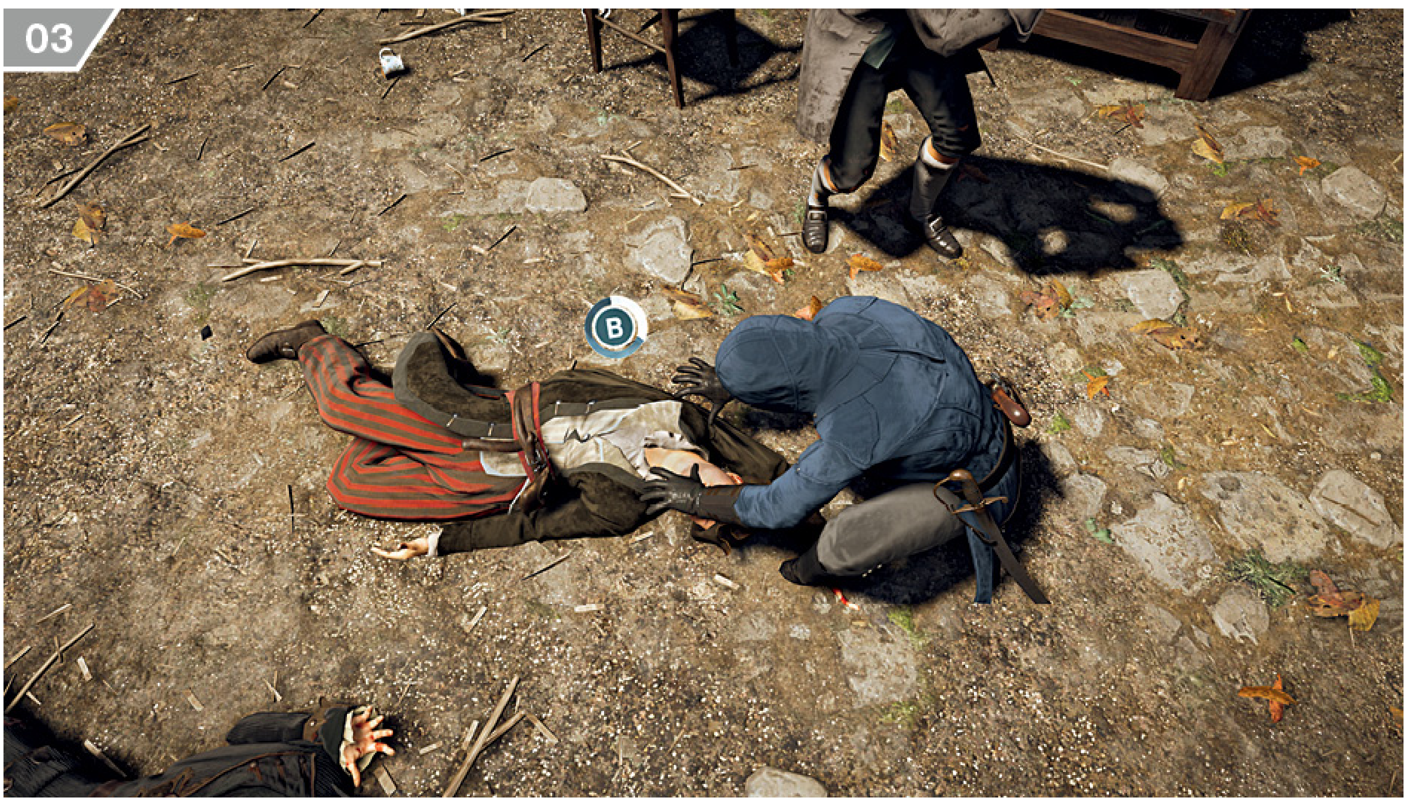
01

Treasure Chests: Chests offer respectable sums of money (01). Many chests are locked (🔒) and must be opened with lockpicks via a minigame before you can avail yourself of their contents. The harder the lock (🔒, 🔒, 🔒), the more lucrative the reward, but the better your lockpicking skills must be. There are three Locksmith skills to purchase with Sync Points. Broadly speaking, it is recommended to have the same tier of skill as for the lock's level: Apprentice Locksmith for 🔒 locks, Journeyman Locksmith for 🔒 locks, Master Locksmith for 🔒 locks. Certain chests are tied to Assassin's Creed Initiates (▨) or the Companion App (▨), and will require you to complete tasks on these systems for you to access them.



02

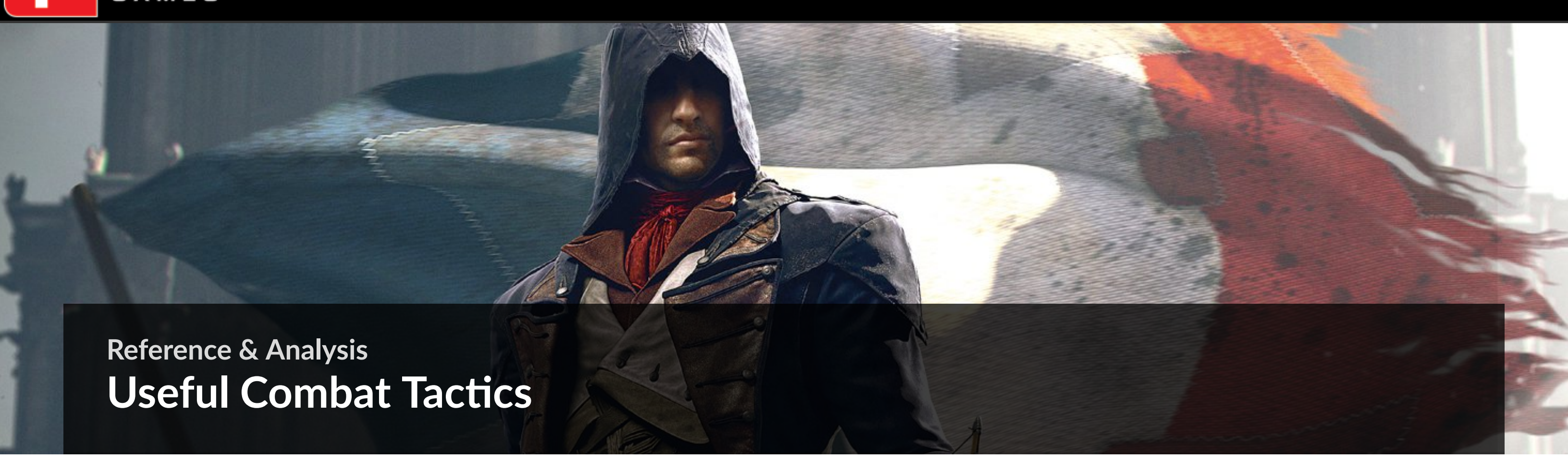
Café Théâtre Income: The chest in the Café Théâtre's Intendant's Study receives a monetary deposit every 20 minutes (02). You can increase this income by completing Café Théâtre missions and by renovating additional Cafés throughout Paris. The sums may seem nominal at first, but this revenue increases rapidly if you take the right steps, and ends up being one of the most lucrative sources of funds in the game.



03

Looting: The sum of coins and items you obtain through the looting of dead bodies is generally negligible (03). However, as some guards relinquish practical items when looted, this enables you to avoid spending your riches on consumables (and avoid repeated trips to shops). Note that when you assassinate a guard from a hiding spot, you loot him automatically and instantaneously. This even applies to mission objectives that require you to steal something from a target.

Mission Rewards: Many missions will grant a sum of francs as part of their completion rewards. Heists and Helix Rifts can prove especially lucrative. The later Paris Stories side quests also offer significant payments, but the number of enemies that you will face in the harder Memories is commensurately generous. Expect, in short, to work hard for the largest monetary gains.



Reference & Analysis

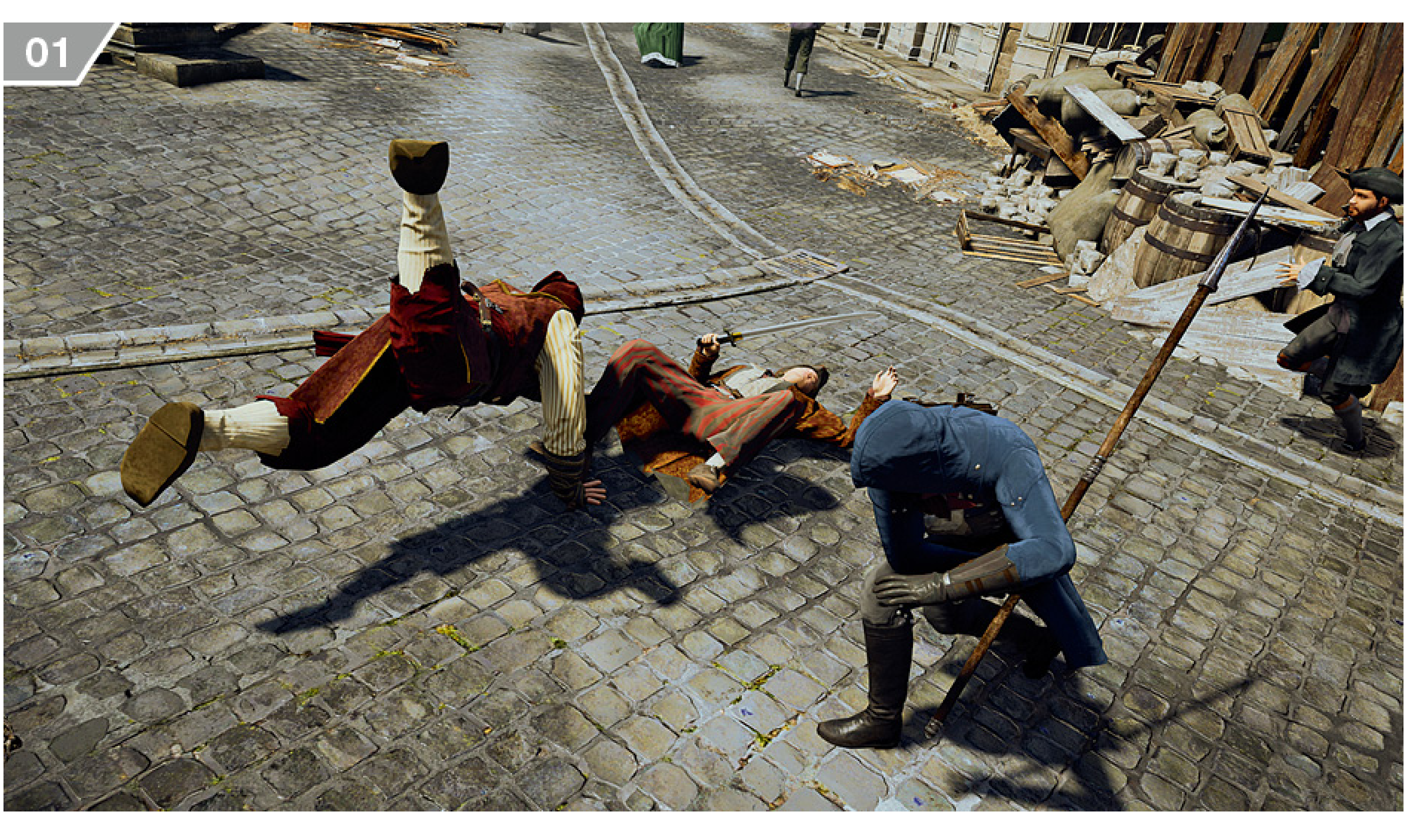
Useful Combat Tactics

In this section, we offer a selection of useful tips and suggestions that will help you make the most of Arno's abilities, and enable you to defeat even the most fearsome enemies in Assassin's Creed Unity.

Strong Attacks

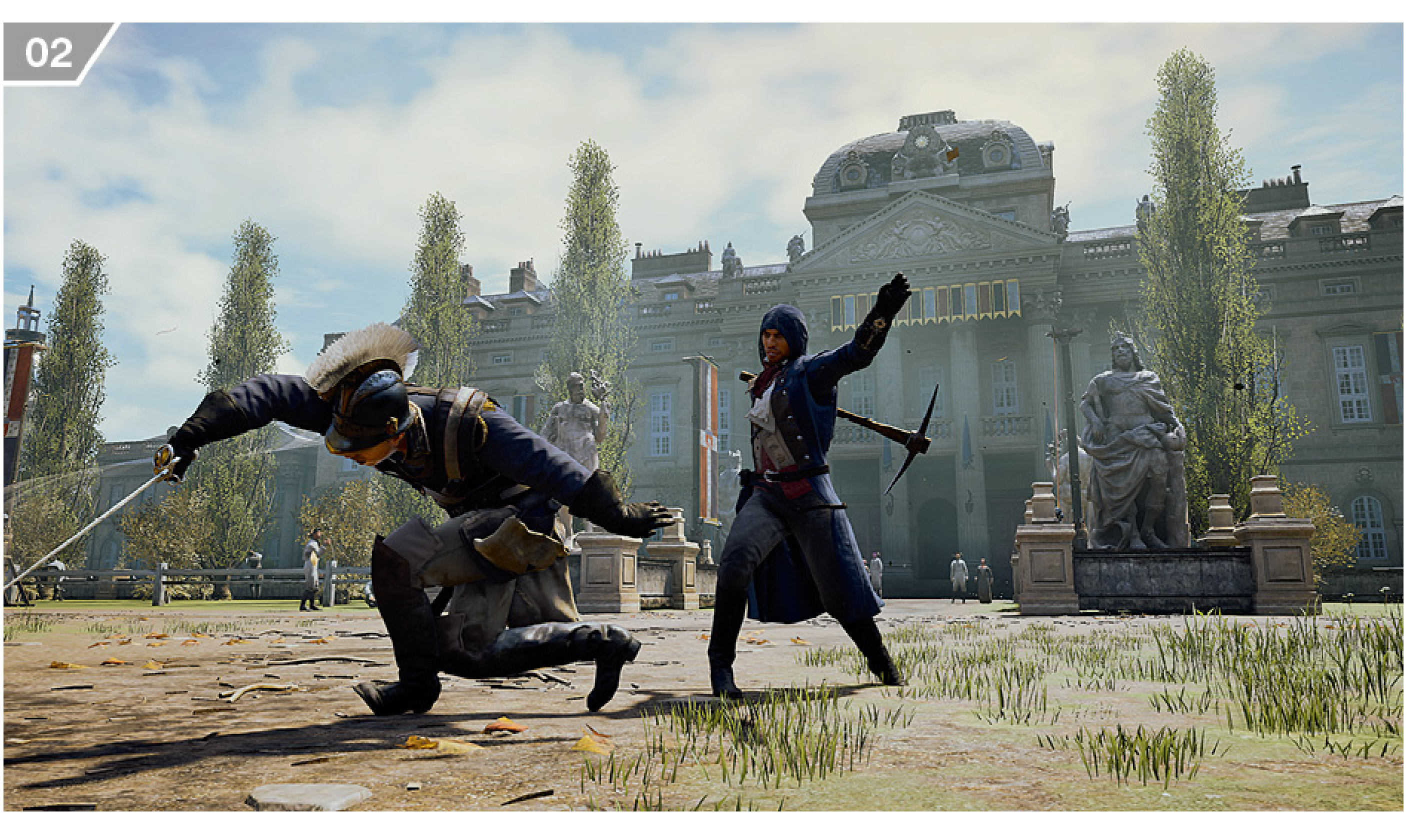
Strong Attacks, which you can launch by holding ▢ / Ⓧ (instead of tapping it) once you have unlocked these per-class weapon abilities, can prove extremely useful to expedite battles.

01



■ A Strong Attack performed with a **long weapon** leads to a wide sweep that knocks down the affected targets (01). They remain prone for a second or two, which either offers brief respite from their attention or, later in the story, a chance to finish them off instantly with a Ground Execution.

02

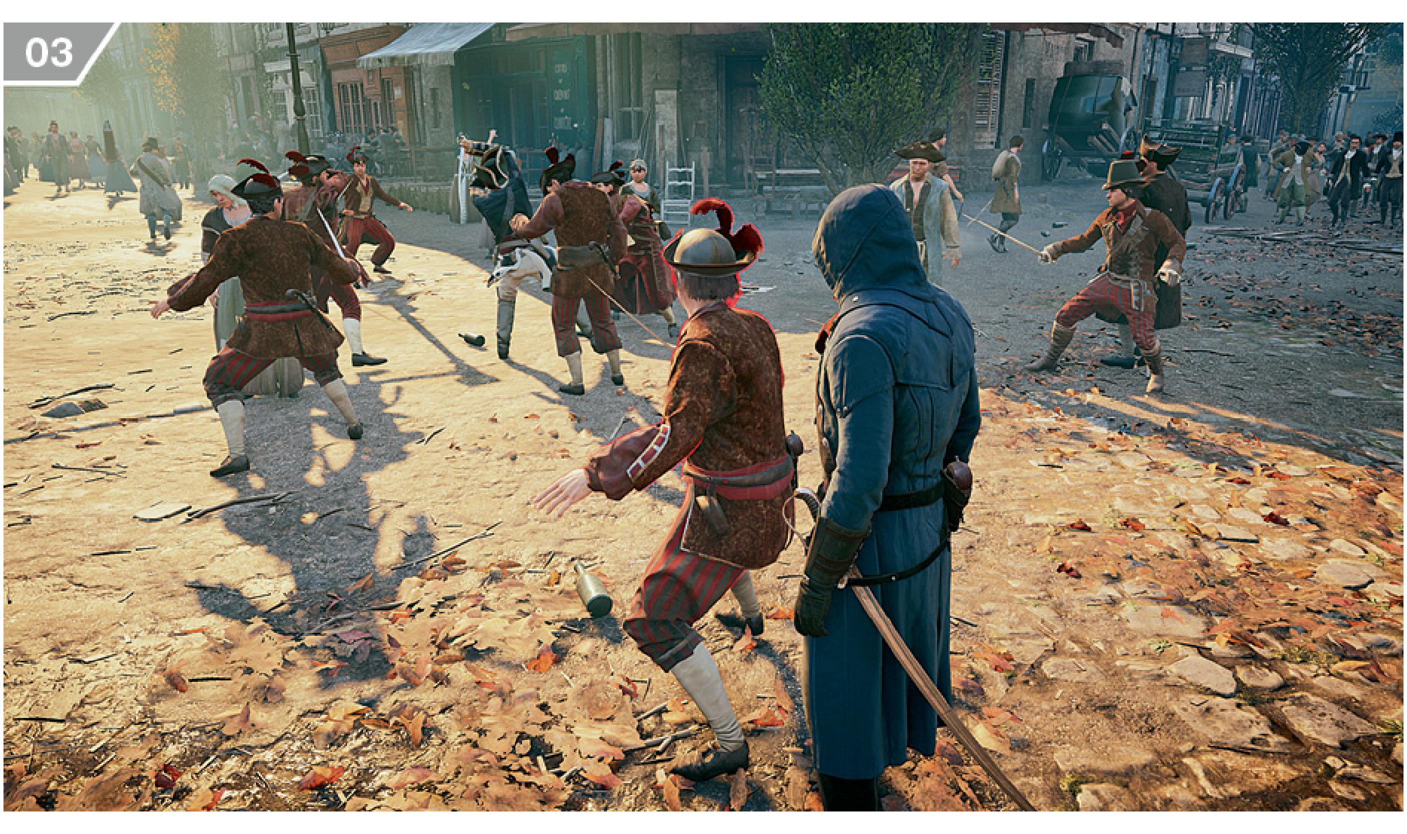


■ If you use a **heavy weapon** instead, the Strong Attack is a slow blow that inflicts massive damage and knocks the victim down (02). The charge time required to perform these moves means that you have to unleash them strategically, whenever you spot an opportunity – for instance after a Perfect Parry, or if you have just dodged an assault.

■ Strong Attacks executed with **one-handed** weapons cannot be parried by the target, which makes them very handy against the more advanced archetypes who will otherwise block your blows. It is possible to perform combos of two standard attacks followed by a Strong Attack and repeat this constantly, without ever allowing the victim time to react. This technique is particularly effective against Brutes.

Faction Fights

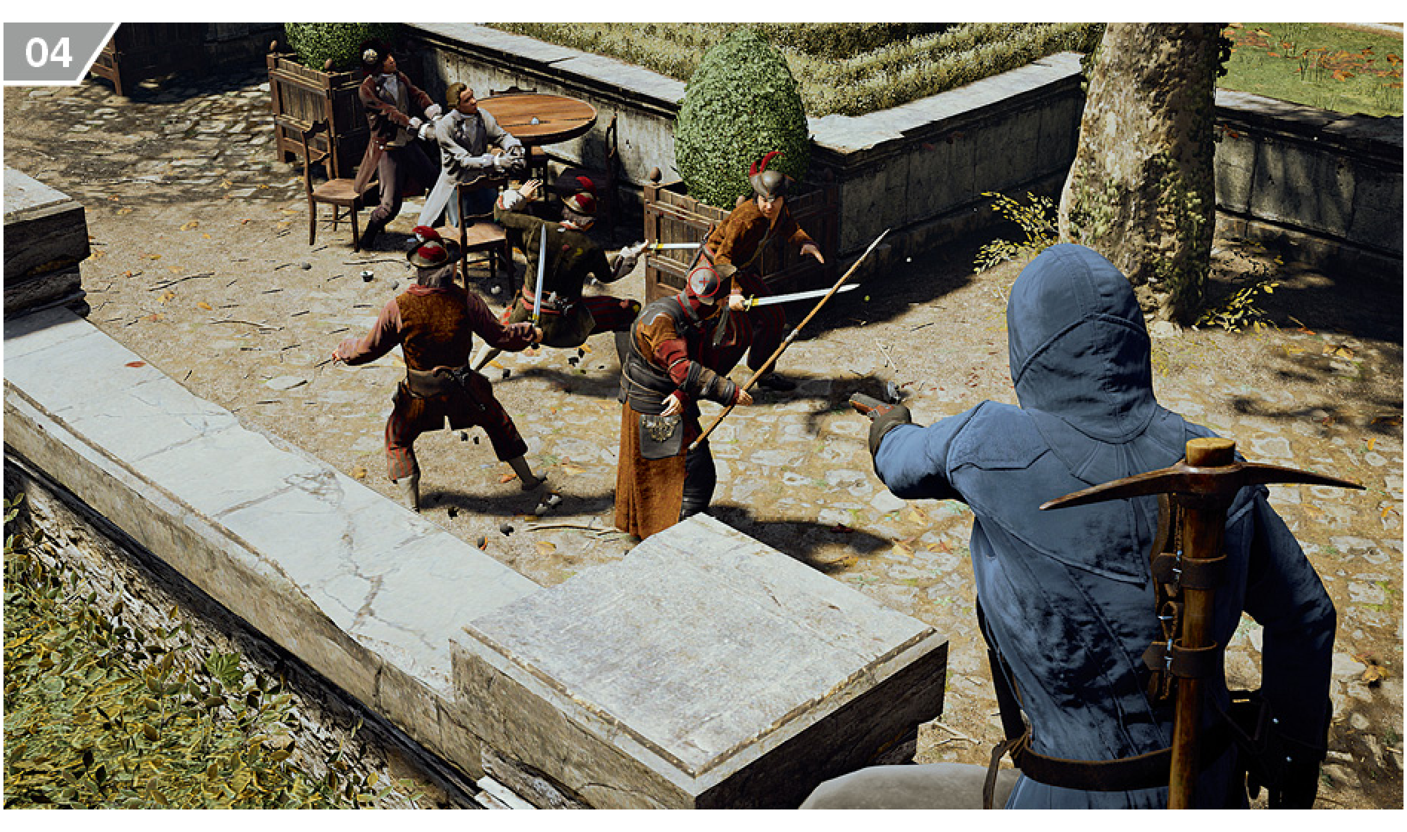
03



Faction fights are brawls that involve two or more factions: blue-clad guards, red-clad Extremists, and allies supporting Arno (highlighted in green when viewed through Eagle Vision). Technically, you can trigger them even when facing a single faction by hitting an opponent with a Berserk Blade. These battles offer you unique opportunities to get rid of enemies very quickly. Simply run a few meters away from the melee, then approach any target and you will be able to assassinate (or even double assassinate) opponents in rapid succession, without having to engage them at all (03). You can deliberately engineer such brawls by luring groups of Extremists towards guards or allies in the vicinity.

Ranged Weapons

04

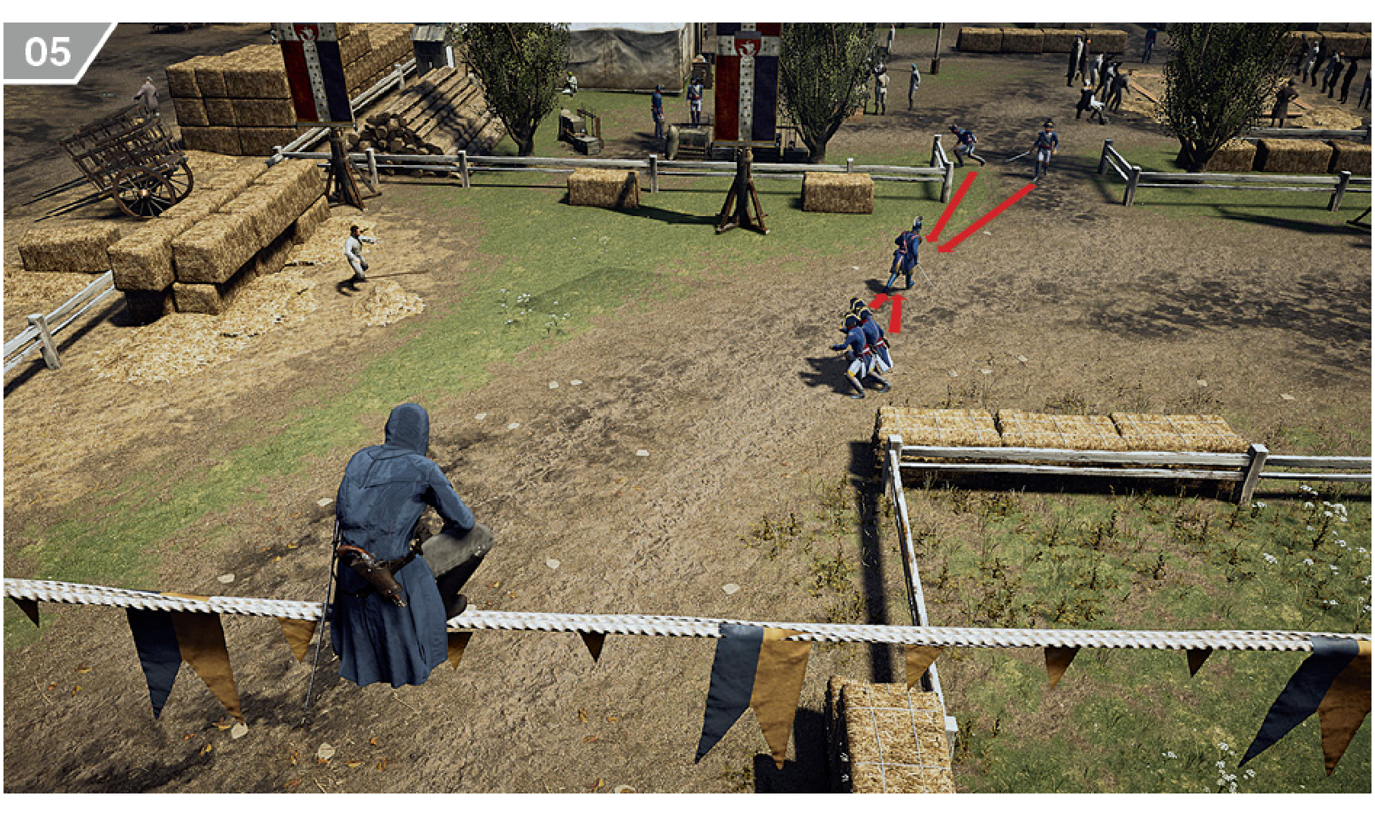


If you are finding a specific battle too challenging, ranged weapons can be your salvation. Every time you tap L1 / LB with these equipped immediately after incapacitating a target with a Perfect Parry or Staggering Strike, you instantly remove a target from the equation – even the most challenging archetypes. With Berserk Blades, you don't even need to incapacitate your opponent first. Simply move away, and the remaining enemies will be busy fighting their crazed former ally – leaving you free to step in to finish off survivors afterwards (04).

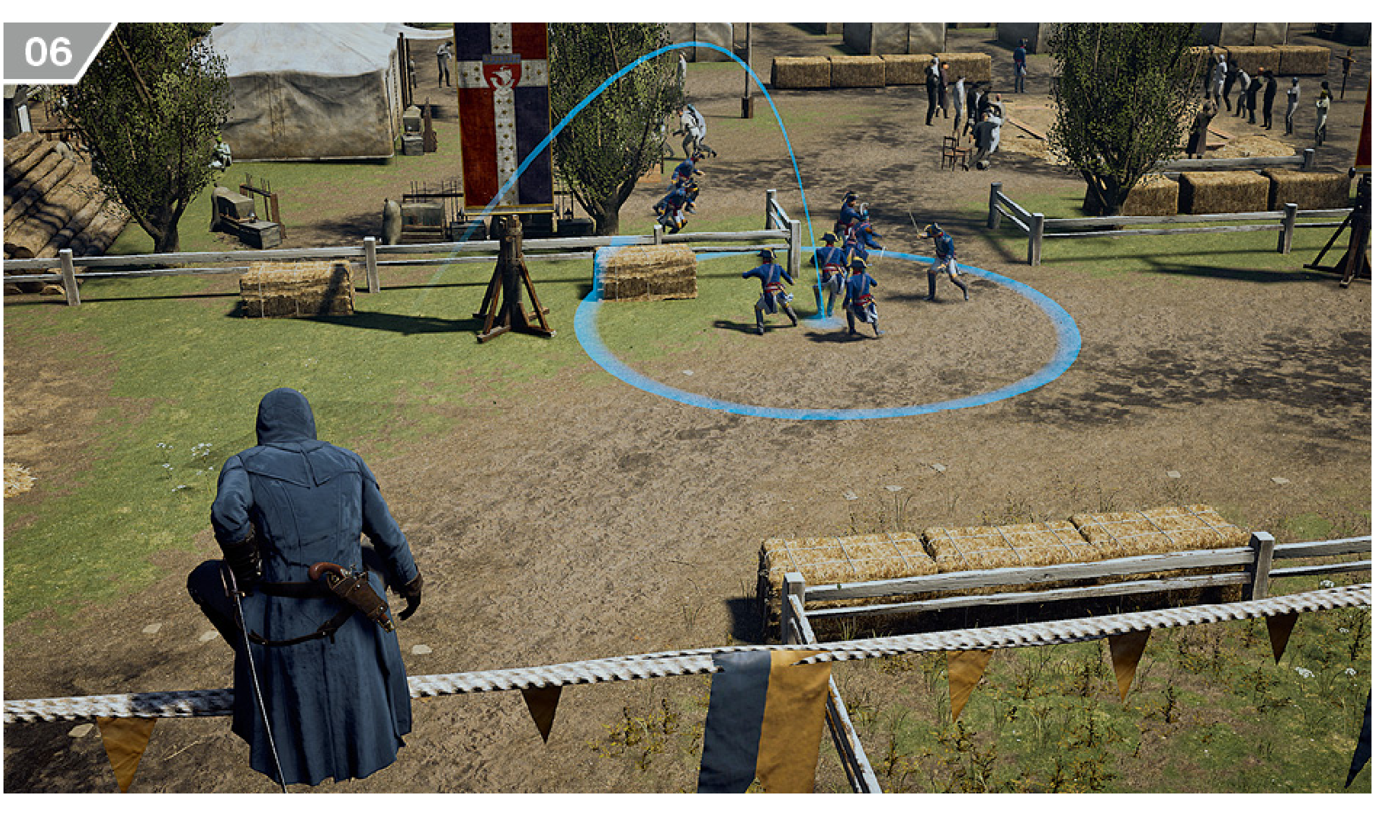
If you prefer stealth, Berserk Blades enable you to set up fights that will draw enemies in over a surprisingly wide radius. As long as you select a target with high endurance (particularly Defenders and Seekers) and stay well out of sight, you can then pick off targets assailing your crazed and intoxicated proxy with Phantom Blade headshots.

Bombs

05



06

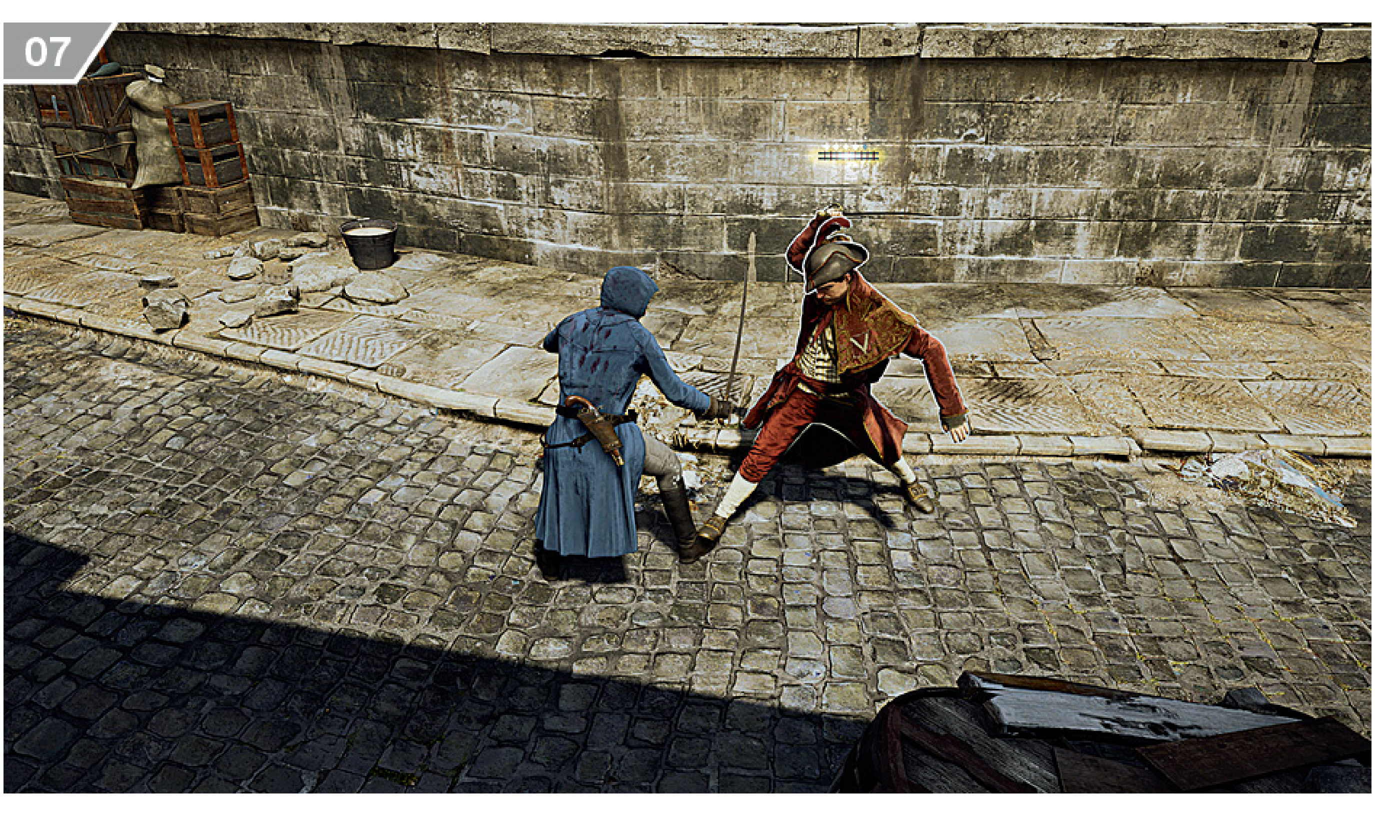


Whenever you face a large group of enemies, Bombs offer an instant reprieve from potentially deadly situations. Smoke Bombs and Stun Bombs enable you to escape your opponents or move to a more advantageous position. Poison Gas Bombs are probably the most powerful of all, as they have an area of effect that

can harm entire groups of foes. The combination of a Berserk Blade (to lure all guards in the vicinity toward the one you hit – 05) and a Poison Gas Bomb to catch the entire group in the toxic cloud can prove incredibly effective in many instances (06).

Ground Executions

07



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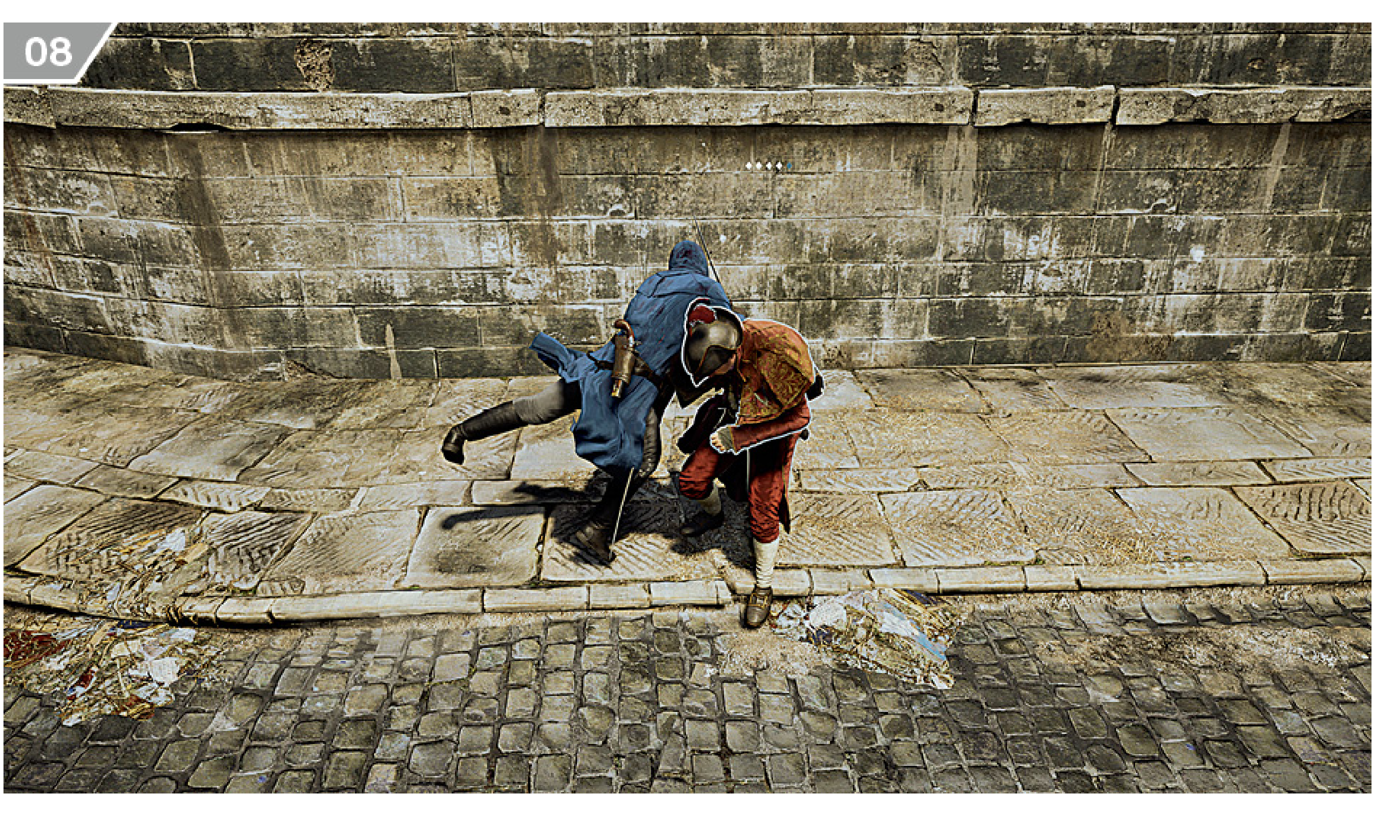

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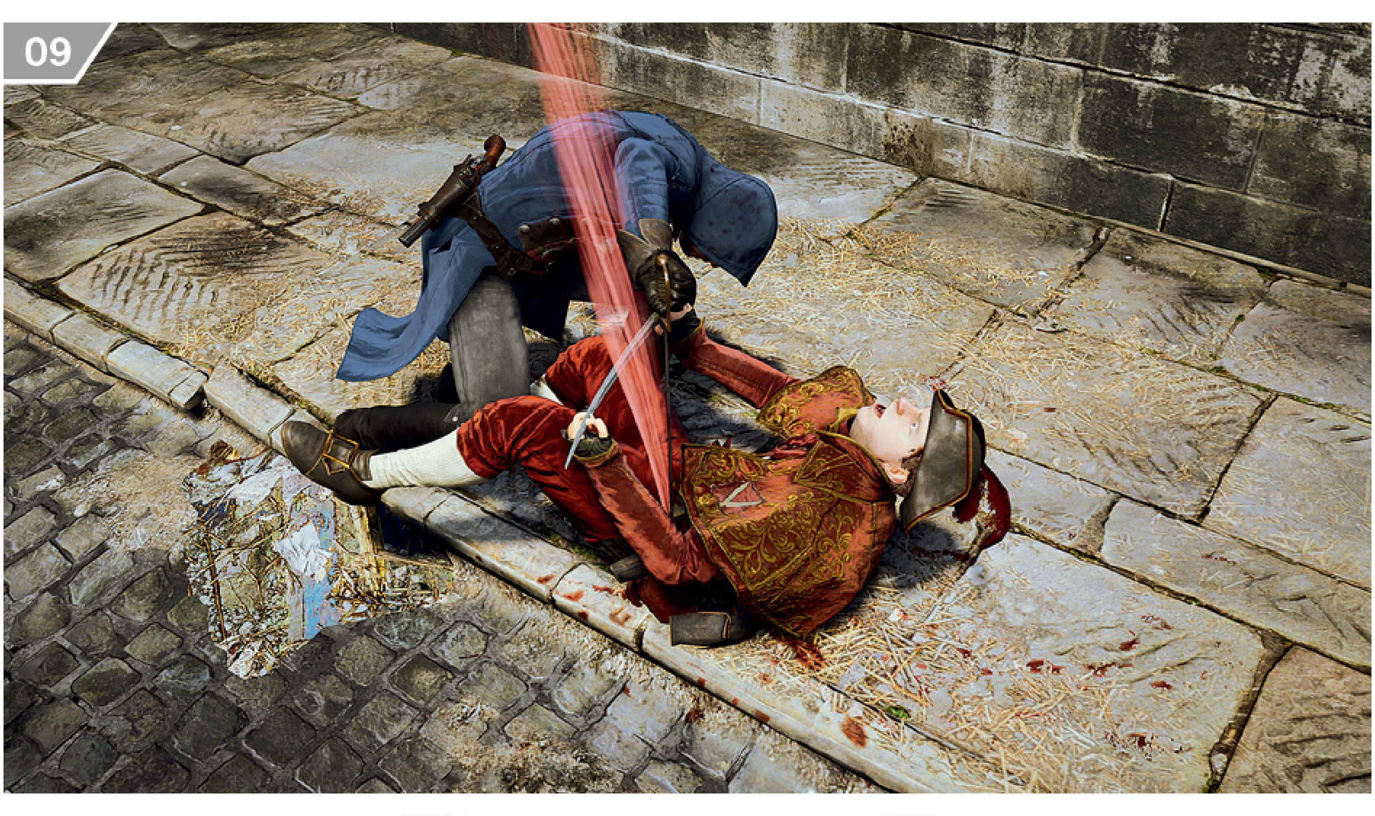
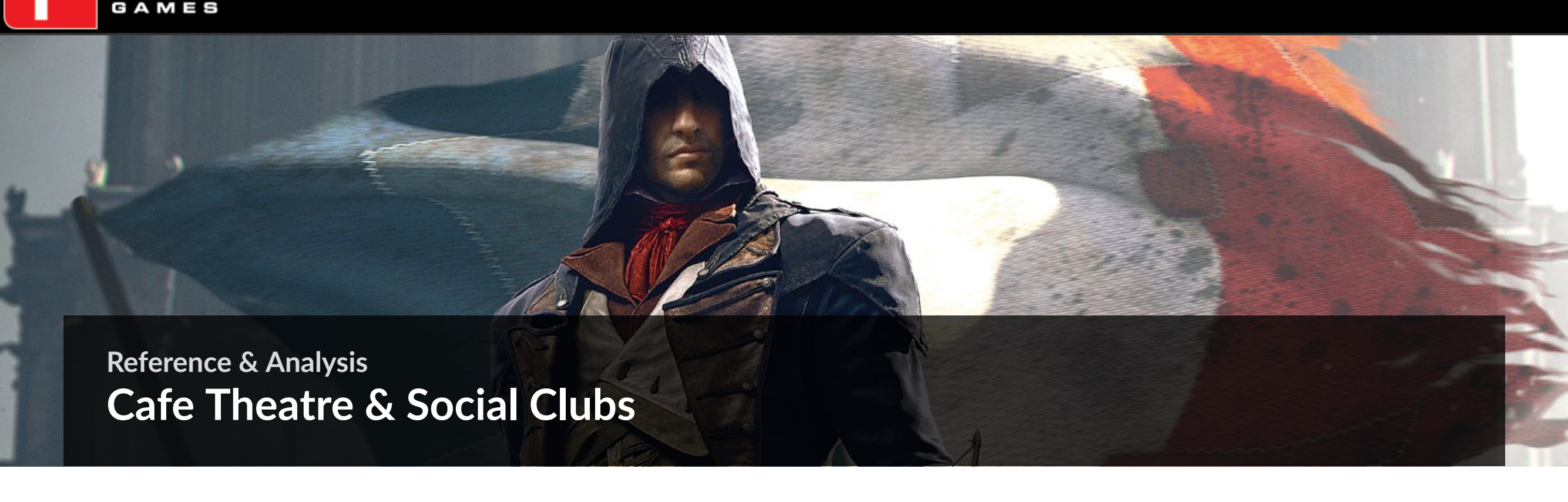


The combination of a Perfect Parry (07), followed up by a Staggering Strike (08), followed up by a Ground Execution while the target lies prone (09) is a very effective way to eliminate enemies quickly and efficiently. Though mildly demanding from a technical perspective, as all three actions must be performed in rapid succession, this sequence of commands is lethal against most archetypes (with the only exceptions being charged blows from Seekers and Brutes, which cannot be parried at all). Naturally, this technique is only possible from Sequence 10 onwards, when the Ground Execution skill becomes available for purchase.

Executing all three commands in a row takes a few seconds, which means that there is a chance that you might be interrupted by another foe during large brawls. When this happens, simply Perfect Parry the incoming blow and restart the process.



Cafe Theatre & Social Clubs

Café Théâtre

From the moment you interact with the door to the Café Théâtre on Ile de la Cité, above the Brotherhood base – which is possible from Sequence 03 onwards, and becomes mandatory if left until the start of Sequence 05 – this building becomes Arno's headquarters. It acts both as a nerve center where you have access to various features (such as changing Arno's equipment), and as a source of missions and income after you upgrade and renovate the premises and its immediate environs.

As a source of funds, Café Théâtre is a potential goldmine, which is why you should make it a priority to complete its missions and acquire other cafés in Paris (known as "Social Clubs") at a relatively early stage in the story. Before we explain the workings of this system, however, let's take a tour of the building.

Arno's mansion, which the Café Théâtre is part of, features many rooms.

Arno's Room

In Arno's Room (01), you can access your Gear Loadout to change your equipment or purchase new pieces, and review your progress in the game. You can also read newspaper articles, as well as the letters that Élise will send you at certain story milestones. These letters offer further insights into her relationship with Arno.

Élise's Letters

#	Unlock Condition
1	Open the Café Théâtre
2	Complete Sequence 04
3	Complete Sequence 06
4	Complete Sequence 09
5	Complete Sequence 12

Intendant's Study

In the Intendant's Study (02), you can order renovations for the mansion and collect income from the Café Théâtre.

- Interact with the desk in this room to check your Café Théâtre progress, and to order building upgrades. Each renovation leads to visual improvements to the mansion, as well as additional rewards. The principal benefit of all upgrades (with the exception of "Finishing Touches") is that they unlock Café Théâtre Missions. Completing these five missions leads to massive increases in Arno's income: from a paltry handful of francs per 20 minutes at the start, to a massive 4,595 francs with each deposit after you finish "Foxy Renard".
- You can further enhance the Café Théâtre profits by opening Social Clubs throughout Paris. We discuss this process in greater depth overleaf.
- Interact with the chest to collect Arno's profits from the Café and its associated businesses. On the pop-up information box that appears when you are close to it, you will see a timer that indicates how long remains before the next deposit is made.
- Income is deposited every 20 minutes that you play, but will stop when the chest is full. Make regular visits to the Café Théâtre to pick up Arno's profits before this happens.

Renovations

Name	Cost (₣)	Mission Unlocked ( )	Other Rewards
Ground Floor	100	Colette	A new room appears in the kitchen, with a document to collect.
Hall	250	Damsel in Seamstress	A new room appears in the hall, with a document to collect.
Exterior	1,000	The Queen's Necklace	The well in the courtyard is opened, offering a shortcut to the sewers.
Upper Floors	5,000	Foxy Renard	A new room appears in the attic, with a document to collect.
Finishing Touches	15,000	-	An underground entrance to the Café Théâtre is opened.

Café Théâtre Missions

Name	Availability	Reward (₣)	Income Bonus (₣)
Auto-Da-Fé	By default	500	x 4.75
Colette	Purchase the Ground Floor upgrade	400	x 3.63
Damsel in Seamstress	Purchase the Hall upgrade	1,400	x 2.45
The Queen's Necklace	Purchase the Exterior upgrade	2,500	x 2.48
Foxy Renard	Purchase the Upper Floors upgrade	25,000	x 2.19

Legacy Room

In the Legacy Room (03), you have access to outfits worn by legendary Assassins. These are unlocked by completing actions in the main game, in the Companion App, or in Assassin's Creed Initiates.

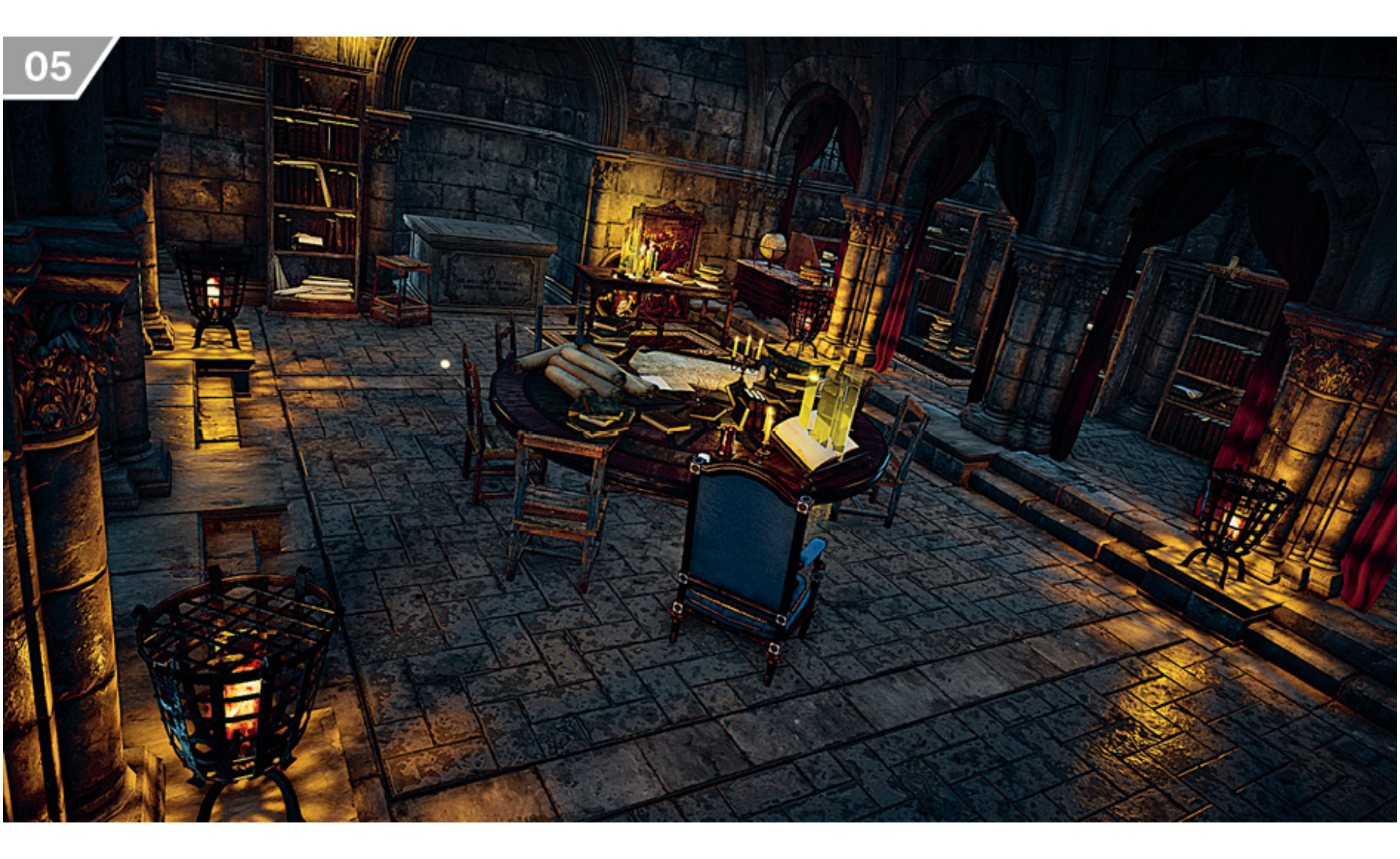
Memento Gallery

The Memento Gallery (04) displays the mementos you earn for your accomplishments throughout the game.

Mementos

Name	Unlock Condition
Blacksmith Hammers	Complete Sequence 01.
Initiation Chalice	Complete Sequence 02.
Hidden Blade Replica	Complete Sequence 03.
Poison Dart	Complete Sequence 04.
Germain's Silverware	Complete Sequence 05.
Élise's Gun	Complete Sequence 06.
Bust of Bellec	Complete Sequence 07.
Napoleon's Hat	Complete Sequence 08.
Hot Air Balloon Replica	Complete Sequence 09.
Guillotine Replica	Complete Sequence 10.
Beer Keg	Complete Sequence 11.
Bust of Élise	Complete Sequence 12.
Cella Constellatio Memento	Complete Nostradamus Enigmas, unlock the corresponding room in the Armor Room, then open the chest by the lever.
Cella Astri Memento	Complete Nostradamus Enigmas, unlock the corresponding room in the Armor Room, then open the chest by the lever.
Cella Vaporis Memento	Complete Nostradamus Enigmas, unlock the corresponding room in the Armor Room, then open the chest by the lever.
Paris Stories Memento	Complete all Paris Stories.
Murder Mysteries Memento	Complete all Murder Mysteries.
Heist Memento	Complete all Heists at least once.
Co-op Missions Memento	Complete all Co-op Missions at least once.
Cockades Memento	Find all Cockade collectibles.
Artifacts Memento	Find all Artifact collectibles.

Club Hall



In the Club Hall (05), you can join an existing online Club, or create one with your friends. When you join a Club, it becomes easier to play with the other members of your Club. You can unlock new rewards by completing objectives and competing against other Clubs.

Training Room

In the Training Room (06), you can play assorted tutorials to practice basic Assassin abilities. Completing all of them unlocks a Trophy/Achievement.

Armor Room

You will find the Armor Room underneath the Café Théâtre (07). To reach it, simply walk down the stairs that run below the mansion's main stairway. You can unlock this room's secrets by solving the Nostradamus Enigmas .

Assassin Council

As you go down the stairs leading to the Armor Room, you will notice a large wooden door (08). This leads to the Assassin Council, offering you a very convenient shortcut.

Regional Cafés: Social Clubs

In addition to the main Café Théâtre on Ile Saint-Louis, each main district in Paris features a Café (also referred to as "Social Club") that is initially closed (⌂). Each time you renovate one of these Social Clubs (⌂), you gain multiple benefits:

- Each Café that you purchase increases your Café Théâtre income by a noteworthy sum. You should look to purchase all Social Clubs early in the story.
- Renovated Cafés give you access to two or three Social Club Missions each. Completing each of these reduces the presence of Extremists in a specific sub-district, while increasing the number of civilian allies that will be on hand to assist Arno in combat. This can lead to a marked reduction in the difficulty of certain missions – particularly those that require a lot of travel between objectives.
- Each renovated Social Club functions as a Fast Travel destination – a very convenient feature to save time as you explore Paris.
- You will also receive a revolution song for every Café that you renovate.

Club Renovations

Name	Renovation Cost (₣)	Income Bonus (₣)	Song Unlocked
Café de l'Ile de la Cité	500	x 1.15	"La Marseillaise"
Café du Ventre de Paris	1,000	x 1.15	"Ah Ca Ira"
Café du Quartier Latin	1,500	x 1.15	"La Guillotine Permanente"
Café du Louvre	1,500	x 1.15	"Frères Courons aux Armes!"
Café du Marais	5,000	x 1.25	"La Prise de la Bastille"
Café des Invalides	10,000	x 1.25	"Le Chant du Départ"
Café de la Bièvre	10,000	x 1.25	"Carmagnole"

Social Club Missions

Mission	Reward (₣)	Sub-District Liberated
Bridge Brigands	500	Palais De Justice
Marat's Missive	400	Cité
Let Them Eat Hay	800	Halles
Cat Food on a Hot Tin Roof	800	Hôtel de Ville
Hoarding Hostages	700	Porte-Saint-Denis
Café Procope	700	Faubourg Saint-Germain
Roux's Remains	700	Sorbonne
An Engaging Egyptologist	2,500	Luxembourg
Artful Dodger	700	Arsenal
A Dramatic Exit	700	Marais
Breaking the Habit	2,500	Temple
Extortion Contortion	2,500	Saint-Jacques
Chouan Riddles	2,500	Saint-Marcel
Bara's Funeral	5,000	Panthéon
Retribution for a Rabble-Rouser	700	Tuileries
The Black Office	2,500	Vendôme
Betrayer of the Queen	12,500	Feydeau
Spiked Bourbon	12,500	Saint-Thomas-d'Aquin
Special Delivery	12,500	Invalides
Smoky Yet Robust	37,500	Saint-Lambert

Reference & Analysis

Optimal Progression

Though there is no definitive "ultimate" approach to completing Assassin's Creed Unity, the simple progression itinerary outlined here will keep you at least one step ahead of the game's difficulty curve.

1: Concentrate exclusively on main story Memories until you acquire the Phantom Blades and Berserk Blades in Sequence 04.

Arno is practically naked before he acquires these silent ranged weapons during a meeting with the Brotherhood Council. Without them, the process of infiltrating guarded areas is often either painstakingly slow, or noisily and bloodily unsuccessful. Stick rigidly to the main storyline until you have these indispensable additions to Arno's arsenal.

2: Establish a high Café Théâtre revenue stream as early as possible.

Paying for the four necessary premises upgrades and completing the five missions at the Café Théâtre, then opening all seven Social Clubs will provide Arno with an income of over 16,000 ₣ every 20 minutes. This is something that every player can (and, we would advise, really should) achieve during Sequence 04.

- You only need to pay for the first four Café Théâtre upgrades to unlock all five revenue-boosting Café Théâtre Missions. The fifth upgrade, Finishing Touches, is a money-sink that can be left until much later in the story.

- The financial rewards you gain from the first four Café Théâtre missions (4,800 ₣) essentially pay for the required building renovations (6,350 ₣). If you do not have the remaining balance, hunt for unlocked chests in the Ile de la Cité district.

- The last two Café Théâtre missions are potentially quite difficult, but are still easy enough to beat if you follow our stealth-oriented walkthroughs. The final mission, Foxy Renard, offers a huge bonus of 25,000 ₣. Invest this immediately in opening all Social Clubs (as detailed in the table below).

- Once you have established a high regular income, you can make periodic trips to the Café Théâtre via the Fast Travel feature to collect Arno's profits before the total reaches the Chest Capacity hard limit. This should enable you to buy necessary clothing, weapons and consumables without the oppressive limitation of a budget determined solely by your success in missions or hunting for chests. The Chest Capacity feature may appear to be a limitation, but it lends itself to an obvious shortcut to riches that you can exploit at any stage: there is no restriction on leaving Arno to idle in the Intendant's Study whenever you take a break...

Café Théâtre/Social Club Renovation Plan

Action	Expenses	Revised Income (₣)	New Chest Capacity (₣)
Auto-Da-Fé (Café Théâtre Mission)	-	95	380
Colette (Café Théâtre Mission)	Ground Floor renovation (100 ₣)	345	1,380
Damsel in Seamstress (Café Théâtre Mission)	Hall renovation (250 ₣)	845	3,380
The Queen's Necklace (Café Théâtre Mission)	Exteriors renovation (1,000 ₣)	2,095	8,380
Foxy Renard (Café Théâtre Mission)	Upper Floors renovation (5,000 ₣)	4,595	18,380
Café de l'Ile de la Cité (Renovation)	500 ₣	5,743	22,972
Café du Ventre de Paris (Renovation)	1,000 ₣	6,892	27,568
Café du Quartier Latin (Renovation)	1,500 ₣	8,041	32,164
Café du Louvre (Renovation)	1,500 ₣	9,190	36,760
Café du Marais (Renovation)	5,000 ₣	11,487	45,948
Café des Invalides (Renovation)	10,000 ₣	13,785	55,140
Café de la Bièvre (Renovation)	10,000 ₣	16,082	64,328

3: Complete Murder Mysteries missions to obtain powerful weapons for free.

After you complete "Murder Foretold" to kick off this unique line of side quests, you can tackle the following missions in any order that you please. The Murder Mysteries do not pit you against dangerous foes (ambient Extremists notwithstanding) or task you with demanding infiltrations, so they are easily completed irrespective of Arno's stage of development.Picking up the powerful Gladius one-handed sword by completing "The Decapitated Warden", for example, will give you an edge against your enemies, especially at an early stage in the story.

4: Shop for new equipment and weapons once per story Sequence.

We can't overstate the importance of this step. Articles of clothing that keep Arno in line with the combat difficulty curve in Sequence 03 simply won't cut it in Sequence 06; he might as well be wearing a negligée. Similarly, a sword that effortlessly slices through Extremists early in the story will eventually become obsolete as you encounter advanced archetypes and foes with superior reactions and greater physical endurance.

Even if you can't immediately improve upon the base stats of Arno's current equipment every time, it's still worthwhile to gradually acquire a supply of clothing changes and alternative weapons that offer interesting modifiers. Having a belt that increases his carrying capacity for Berserk Blades can be a boon in specific missions; similarly, a coat that reduces his visibility where stealth is of paramount importance (via the Restricted Area Detection Time modifier) has a clear utility. If you gradually add to Arno's wardrobe and weapons rack as you progress, you will eventually have a stock of items that can help in every possible scenario. You can make purchases at practically any time via the Character Customization menu.

5: Play Co-op Missions to obtain extra Sync Points and valuable equipment.

You can accelerate Arno's development by hunting for Sync Points that are exclusive to Co-op Missions. If you recruit at least one like-minded associate, you can use our walkthroughs and comprehensive collectibles guide to find these without too much hardship, though be warned: some of the missions can be really hard unless you have a knack for perfect stealth and a cool head when combat is unavoidable.

6: Avoid challenging side quests (such as Paris Stories) until at least Sequence 06.

Arno gains his second batch of essential upgrades at the start of Sequence 06, including a health boost and both double assassination techniques. Even some of the earlier side quests in the Paris Stories category can be surprisingly hard, so it makes sense to leave them until Arno is up to the task.

7: Embark on extended hunts for collectibles only after you have reached Sequence 10.

The start of Sequence 10 marks the final batch of upgrade unlocks for Arno, which enables you to purchase the third lockpicking Skill. This greatly reduces the difficult of the lockpicking minigame, and marks the first point at which players who enjoy searching for collectibles should begin actively exploring the map for treasures. There's no harm in picking up items and opening chests if they lie in your path before this point (indeed, that's something we would actively encourage), but it's only in Sequence 10 that the process of clearing entire regions of collectibles becomes practical.

8: Until you have elevated Arno to true Master Assassin status, be practical in your choice of activities.

In Assassin's Creed Unity, side quests and multiplayer activities with the maximum difficulty rating (◇◇◇◇◇) can be punishingly difficult until Arno has a full repertoire of skills and some of the best weapons and equipment available in the game (which translates into a similar high-level gauge above Arno's Health Bar). While it is possible to complete them earlier in the main storyline, it's just not necessary: a Paris Story that demands an hour of careful, precision stealth when you are only halfway through the story could potentially be beaten in five minutes with a Berserk Blade, a Poison Gas Bomb and a riotous brawl with a fully developed Arno.

Reference & Analysis

Creed Points

You are awarded Creed Points (▲) by completing specific Assassin actions. Some of these actions can be performed in single-player sessions, while others are earned through co-op play. Creed Points can be spent in the Character Customization menu to upgrade weapons and equipment, or to purchase new outfit colors.

As you become more familiar with the different regions of Paris, you can gradually begin to accrue Creed Points when suitable opportunities arise. For example, an unattended alarm bell offers a bonus without consequences, as does an otherwise harmless Extremist with an unfortunate proclivity for standing next to a hiding spot.

Singe-Player Actions

Name	Description	▲
Legendary Kill	Kill more than four enemies in a row.	250
Quick Shot	Kill an enemy with a ranged weapon quick shot.	50
Head Shot	Kill an enemy with a ranged weapon shot to the head.	100
Finisher	Kill an enemy in melee combat with a signature move (hold □ / ✕).	100
Perfect Parry Expert	Perform a Perfect Parry three times in a row.	100
Staggering Strike Expert	Perform a Staggering Strike three times in a row within 10 seconds.	100
Fight Survivor	Finish a fight in critical health.	100
Breakfall	Catch back a ledge after a fall of 20 meters or more.	100
Controlled Descent	Perform three downward vaults in a row by free running down from an elevated position.	50
Expert Controlled Descent	Perform five downward vaults in a row by free running down from an elevated position.	250
Fast Lift	Use a lift rope to reach a rooftop.	100
Lift Kill	Kill an enemy with a falling lift.	200
Vanish Survivor	Become anonymous with critical health.	100
Bell Ringer Kill	Kill an alarm bell ringer.	50
Alarm Bell Disabled	Sabotage an alarm bell.	100
Air Assassination	Air assassinate an enemy.	150
Ledge Assassination	Assassinate an enemy from a ledge.	150
Cover Assassination	Assassinate an enemy from cover.	50
Hiding Spot Assassination	Assassinate an enemy from a hiding spot.	150
Blend Assassination	Assassinate an enemy while Blending in a crowd.	50
Vanish	Become anonymous after creating a Last Known Position.	50
Stun Grenade Kill	Kill an enemy while he is incapacitated by a Stun Bomb.	50
Stun Group	Stun four enemies with a single Stun Bomb.	150
Smoke Bomb Vanish	Create a Last Known Position by dropping a Smoke Bomb.	50
Cherry Bomb Lure	Have an enemy investigate a Cherry Bomb.	50
Money Pouch Blend	Blend with a group created by a Money Pouch.	50
Poison Gas Kill	Kill an enemy with a Poison Gas Bomb.	100
Poison Gas Group	Harm four enemies with a single Poison Gas Bomb.	150
Phantom Blade Kill	Incapacitate an enemy with a Phantom Blade.	50
Berserk Kill	Use a Berserk Blade to have one enemy kill another.	100

Co-op Actions

Name	Description	▲
Revive	Revive a teammate.	100
Critical Heal	Use the Group Healing skill (✚) on a teammate who has critical health.	100
Disguise Group	Use the Disguise skill (✚) on a teammate.	150
Resupply Group	Use the Assassin Cache skill (✚) on a teammate.	150
Sync Leap of faith	Have two players perform a Leap of Faith simultaneously.	200
Double Sync Assassination	Have two players assassinate enemies simultaneously.	200
Triple Sync Assassination	Have two or more players assassinate three enemies simultaneously.	300
Quad Sync Assassination	Have two or more players assassinate four enemies simultaneously.	500
Legendary Sync Assassination	Have two or more players assassinate more than four enemies simultaneously.	1,000
Sync Hiding Spot Assassination	Have two players assassinate enemies from hiding spots simultaneously.	250
Tagged Kill	Kill an enemy marked by a teammate.	250
Sync Stun Kill	Kill an enemy stunned by a teammate's Stun Bomb.	250
Sync Cherry Bomb Kill	Kill an enemy drawn by a teammate's Cherry Bomb.	250
Sync Phantom Blade	Have two or more players simultaneously incapacitate at least two enemies.	500

Reference & Analysis

Moves Overview

Basic Moves & Functions

MOVE	PS4	XBOX ONE
Walk/Move	Hold Ⓛ	Hold Ⓛ
Look/Control Camera	Ⓡ	Ⓡ
Run/Free Run	Hold Ⓛ + R2	Hold Ⓛ + RT
Free Run Up	Hold Ⓛ + R2 + ⊗	Hold Ⓛ + RT + Ⓐ
Free Run Down	Hold Ⓛ + R2 + ◯	Hold Ⓛ + RT + Ⓑ
Manual Jump/Leap of Faith	Hold Ⓛ + R2 + ⊗	Hold Ⓛ + RT + Ⓐ
Enter/Exit Stealth Mode	L2	LT
Take/Leave Cover	▢	Ⓧ
Low Profile Assassinations	▢	Ⓧ
High Profile Assassinations	Hold R2 + ▢	Hold RT + Ⓧ
Non-Lethal Takedown	Hold ◯	Hold Ⓑ
Select Ranged Weapon	←	←
Select Tool	→	→
Use Active Skill	↓	↓
Use Medicine	↑	↑
Use Tool	R1	RB
Free Aiming (Tool)	Hold R1 , aim with Ⓡ	Hold RB , aim with Ⓡ
Free Aiming and Throw (Tool)	Hold R1 , then release	Hold RB , then release
Free Aiming Cancel (Tool)	While aiming, press ◯	While aiming, press Ⓑ
Use Ranged Weapon	L1	LB
Free Aiming (Ranged Weapon)	Hold L1 , aim with Ⓡ	Hold LB , aim with Ⓡ
Free Aiming and Fire Ranged Weapon	R2	RT
Mark Target	Hold L1 , press ⊗	Hold LB , press Ⓐ
Synchronize (on Viewpoint)	◯	Ⓑ
Eagle Sense	△	Ⓨ
Interact	◯	Ⓑ
Loot/Steal	Hold ◯	Hold Ⓑ
Draw Weapon	▢	Ⓧ
Tackle	Hold Ⓛ + R2 , press ◯	Hold Ⓛ + RT , press Ⓑ
Roll Recovery	Hold Ⓛ forward + ◯ before hitting the ground	Hold Ⓛ forward + Ⓑ before hitting the ground

Climbing & Leaping

MOVE	PS4	XBOX ONE
Start Climbing	Hold Ⓛ + R2 + ⊗	Hold Ⓛ + RT + Ⓐ
Climb	Ⓛ	Ⓛ
Climb Leap	⊗	Ⓐ
Climb Down	Hold Ⓛ + R2 + ◯	Hold Ⓛ + RT + Ⓑ
Look Down From Raised Surface	Hold Ⓛ forward	Hold Ⓛ forward
Ledge Drop/Beam Drop	Hold Ⓛ , press ◯	Hold Ⓛ , press Ⓑ
Drop/Let Go	◯	Ⓑ
Beam Shimmy	Ⓛ	Ⓛ
Back Eject	Release Ⓛ , hold R2 , press ⊗	Release Ⓛ , hold RT , press Ⓐ
Side Eject	Hold R2 , tilt Ⓛ left/right, press ⊗	Hold RT , tilt Ⓛ left/right, press Ⓐ
Wall Run	Hold R2 , tilt Ⓛ in required direction	Hold RT , tilt Ⓛ in required direction
Back Eject While Wall Running	Hold R2 , press ⊗	Hold RT , press Ⓐ
Swing On Pole	Hold R2 , push Ⓛ	Hold RT , push Ⓛ
Turn On Pole	Ⓛ backwards	Ⓛ backwards
Leap Of Faith	Ⓛ + R2 + ⊗	Ⓛ + RT + Ⓐ

Combat

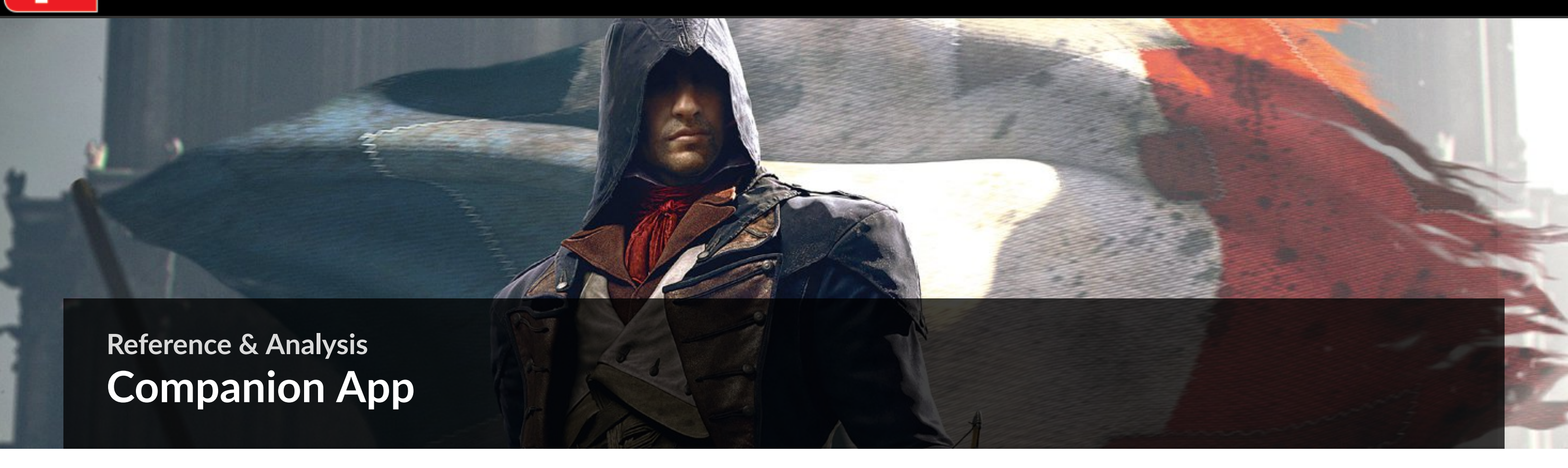
MOVE	PS4	XBOX ONE
Attack	▢	Ⓧ
Combo	▢ , repeat in sequence	Ⓧ , repeat in sequence
Strong Attack	Hold ▢	Hold Ⓧ
Staggering Strike	Hold ⊗	Hold Ⓐ
Tool	R1	RB
Ranged Weapon	L1	LB
Dodge	⊗	Ⓐ
Parry/Perfect Parry	Hold/press ◯	Hold/press Ⓑ
Ground Execution	Hold ▢ while target lies prone	Hold Ⓧ while target lies prone
Critical Kill	Hold ▢ when an enemy's health bar is almost empty	Hold Ⓧ when an enemy's health bar is almost empty
Escape Fight	Hold Ⓛ + R2	Hold Ⓛ + RT

Swimming

MOVE	PS4	XBOX ONE
Swim	Ⓛ	Ⓛ
Swim Faster	Hold Ⓛ + R2	Hold Ⓛ + RT
Climb Out Of Water	Ⓛ + R2	Ⓛ + RT

Camera & Interface

MOVE	PS4	XBOX ONE
Center Camera	R3	Ⓡ
Display Map	Click Touchpad	⧉
Main Menu	OPTIONS	≡



Companion App

If you have a second screen (iOS or Android), the Companion App can become a great source of rewards. Stripped to its very essence, this metagame involves the following core steps:

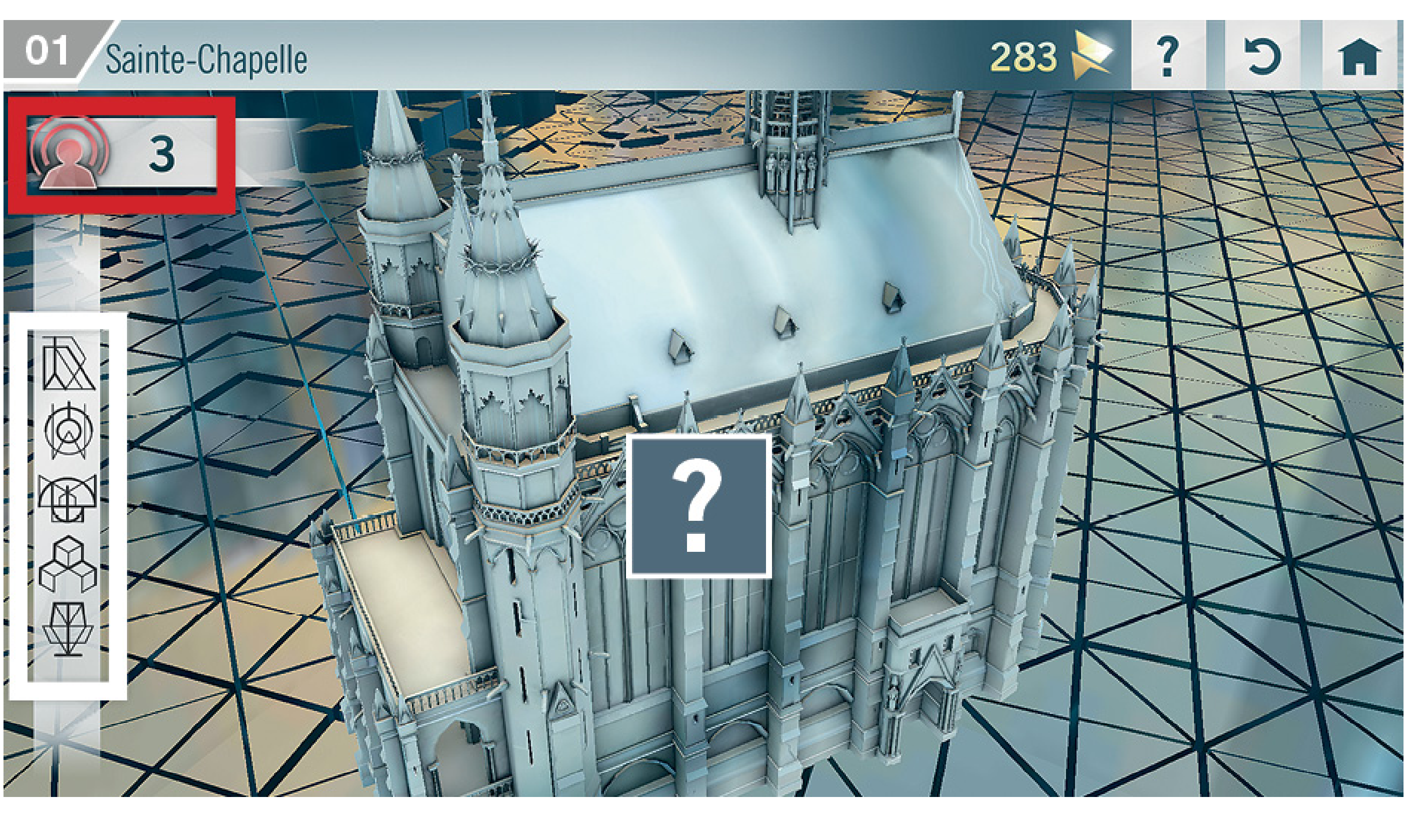
1. In the main game, you collect Nomad Points (◎) to earn currency to be used in the Companion App, you renovate Cafés/Social Clubs (🏠) to unlock new districts, and you synchronize Viewpoints (🦅) to unlock new slots for Assassin recruits.

2. From the Companion App's interface, you solve Glyph Puzzles to earn in-app currency (➤) and unlock new missions, then you recruit, manage and send Assassin recruits to fulfill these assignments. Completed missions reward you with ➤ and unlock rewards in the main game.

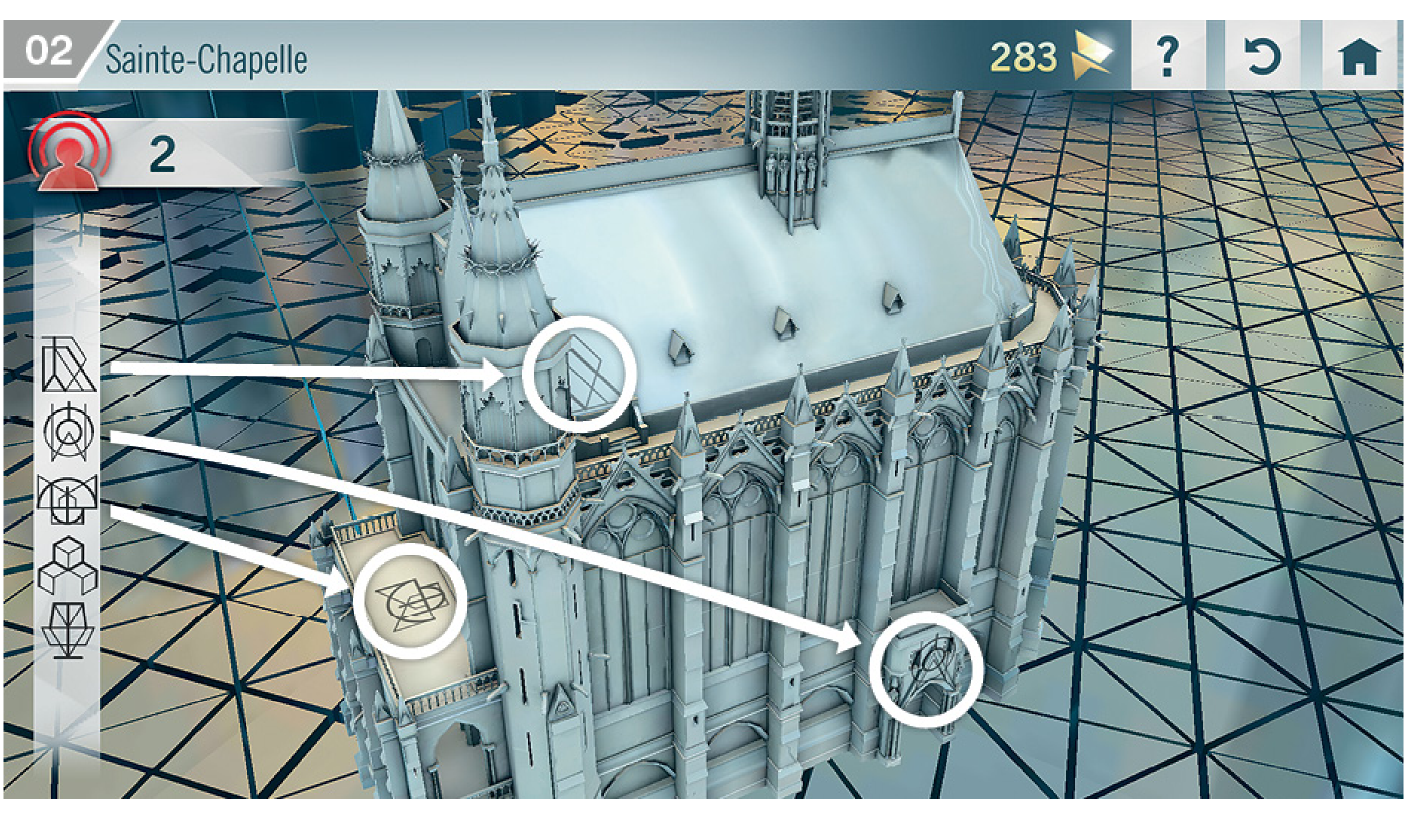
3. Back in the main game, you can collect the rewards you have unlocked via the Companion App.

Glyph Puzzles

To solve Glyph Puzzles, all you have to do is to locate and activate glyphs that you reveal through Eagle Vision Pulses. For maximum efficiency, we suggest you proceed as follows:



- ■ Take note of the glyphs you are looking for and the amount of pulses you have at your disposal, as highlighted on the nearby screenshot (01).



- ■ Rotate the camera to have a large section of the building in view, then double tap the screen to trigger an Eagle Vision Pulse. The wave spreads slowly across the entire building, subtly revealing the glyphs as it passes over them (02). You only have a short amount of time to tap on each glyph revealed to collect it.

- ■ Once you have all the glyphs on a side of the building, rotate the camera to study another side, and repeat.

- ■ If you run out of pulses before you collect all glyphs, you can either purchase more to continue, or simply try again for free. The position of all glyphs remains unchanged, so you can memorize them to gather all glyphs in another attempt.

For every puzzle that you solve, you receive a ➤ reward, and you unlock a new set of Nomad Missions.

Nomad Missions

Every time you unlock a set of Nomad Missions, tap on the corresponding icon to select one and reach the screen with the mission details (03). Simply tap the "+" signs to assign Assassins to the task. After choosing an initial candidate, the Success Rate bar will be filled to show the probability (as a percentage) that he or she will successfully complete it. If it is less than 100%, you can increase it by selecting additional Assassins. Any mission that you begin with an Odds of Success rating lower than 100% carries a chance, however slender, that the assignment will fail.

Choose your recruits according to the required stats: the stronger a candidate is in the attributes most relevant to the mission, the more significant his or her impact on the Odds of Success. Before your final confirmation, don't forget to heal your recruits before each mission to increase their chances of survival.

When you send Assassins on missions, you will receive a notification once the contract has been completed.

- ■ If the expedition was a success, you obtain the mission rewards. If multiple recruits were sent to complete it, they each receive the full XP bonus.

- ■ In case of failure, there are no rewards. Assassins that you assigned to the mission are killed and permanently lost.

Nomad Mission Rewards

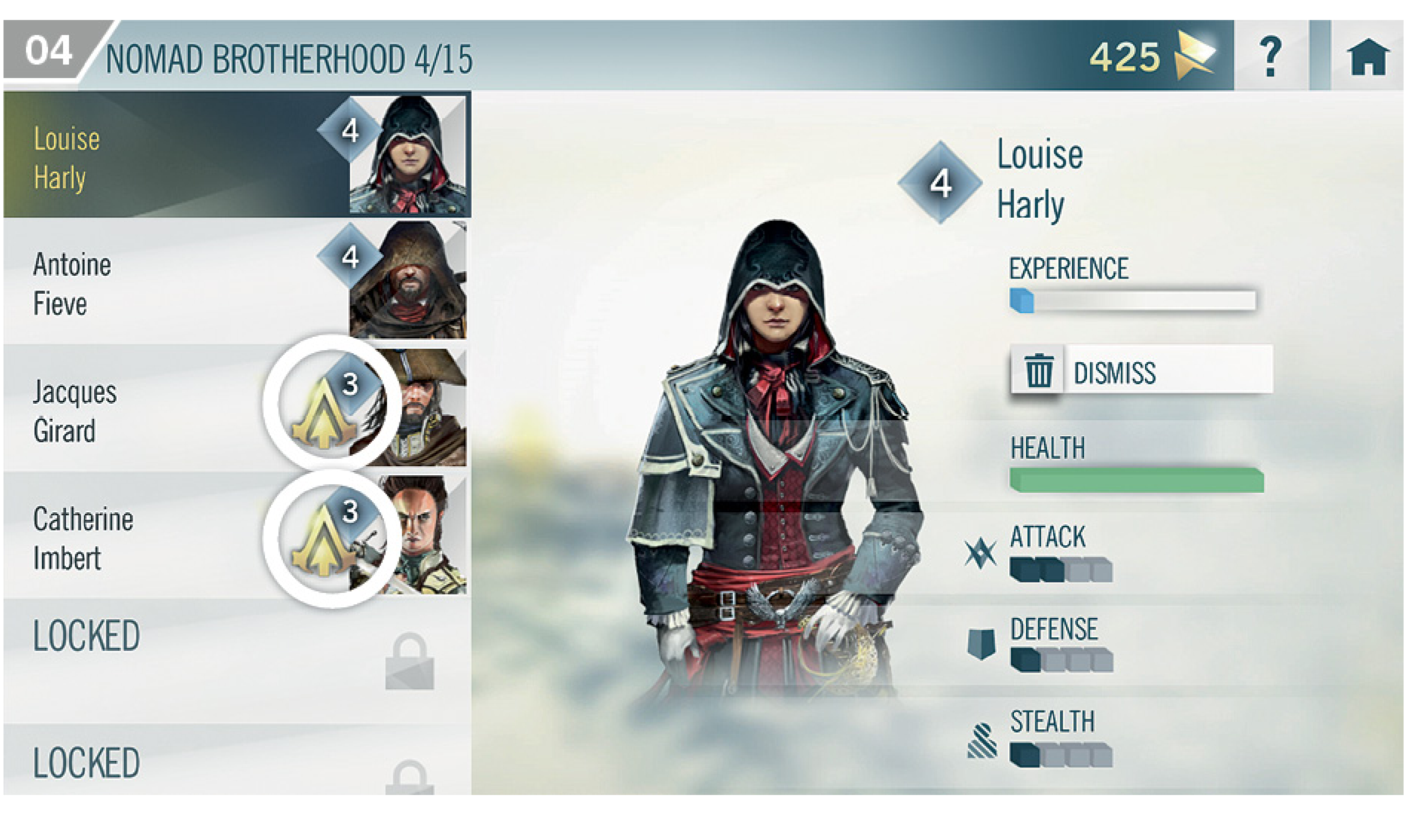
Completing individual assignments rewards you in the Companion App with both ➤ and XP for the Assassins who took part in the mission.

In addition, completing all three missions in a set (in other words, in the same location) unlocks rewards that are available in the main game. These can take the form of Chests (🧰), Artifacts (▮), or Companion Missions (⬢). Chests and Artifacts can be retrieved by Assassins in the Companion App, or directly by Arno in the main game. Companion Missions can only be completed by Arno himself. Each set of missions can be completed up to three times, and will give you a different reward in the main game each time, as revealed in the table to the right.

Nomad Brotherhood

Tap the Nomad Brotherhood icon at the bottom-left of the screen to manage your Assassins.

- ■ You can recruit new members by paying them with the Companion App's currency (➤). The higher their level and the better their stats, the more you will need to pay for their services. You initially have access to four slots only, but you can unlock more slots by synchronizing Viewpoints in the main game.



- ■ Your Assassins gain experience as they complete missions. Whenever they level up, a golden icon appears (04) and you can increase one of their stats by one unit. Having Assassins specialized in certain specific attributes will enable you to increase your Odds of Success when you attempt to complete missions that require particular proficiencies.

Nomad Mission: Main Game Rewards

Location	Mission Set	1st Reward	2nd Reward	3rd Reward
Notre-Dame	For Want of a Nail	🧰	🧰	⬢
	Guns of Notre-Dame	🧰	🧰	⬢
	Escape from Île de la Cité	🧰	🧰	⬢
Église St. Eustache	Crime Spree	🧰	🧰	⬢
	Women's Lib... Literally	🧰	🧰	⬢
	Sweet Music	🧰	🧰	⬢
Louvre	Messages from the Past	🧰	🧰	⬢
	In From the Cold	🧰	🧰	⬢
	Assassin Justice	🧰	🧰	⬢
Sorbonne	The Schoolmaster	🧰	🧰	⬢
	Gunpowder Plot	🧰	🧰	⬢
	Guilty Until Proven Innocent	🧰	🧰	⬢
Invalides	The Doctor Is In	🧰	🧰	▮
	Dead Drop	🧰	🧰	▮
	You'll Pay For This	🧰	🧰	▮
Temple	The Archive I & II	🧰	⬢	⬢
	Out of Towners I & II	🧰	⬢	⬢
	Nefarious Purposes I & II	🧰	⬢	⬢
Panthéon	Without Troubling His Soul	⬢	🧰	▮
	Grave Robbery	⬢	🧰	▮
	Fall Down Dead	⬢	🧰	▮

Assassin's Creed Initiates

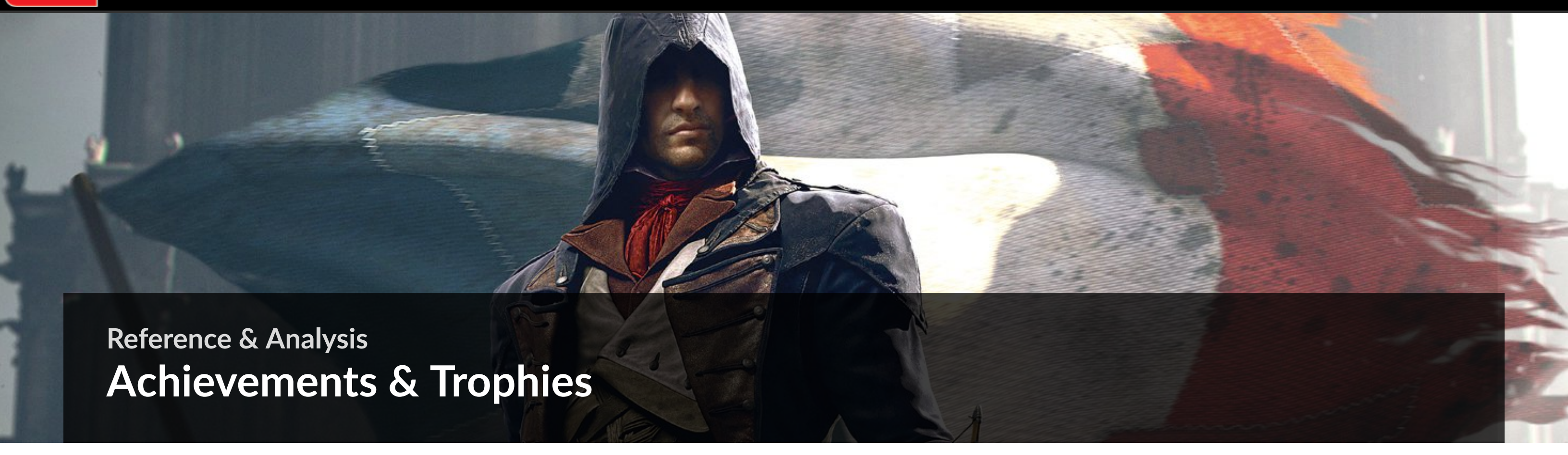
Assassin's Creed Initiates is an online platform dedicated to the Assassin's Creed franchise. It rewards the progression of registered players in Assassin's Creed titles, including Unity; as you progress in the game, you receive experience points on the Initiates platform, which enables you to level up. For every level that you reach, you unlock a chest in Assassin's Creed Unity. From Level 1, you also unlock sets of Artifacts to collect in the Helix Rifts.

Initiate Chests

Sub-District	Contents
Ile Saint-Louis	Edward's Assassin Outfit
Hôtel de Ville	Currency
Faubourg Saint-Germain	Melee Boost
Saint-Louis	Currency
Luxembourg	Health Boost
Sorbonne	Shay's Templar Outfit
Arsenal	Currency
Marais	Stealth Boost
Temple	Connor's Master Assassin Outfit
Panthéon	Currency
Recollets	Currency
Saint-Marcel	Ezio's Master Assassin Outfit
Invalides	Currency

Initiate Artifacts

Set	Reward
#1	Fauchard (long weapon)
#2	Flintlock (pistol)



Reference & Analysis

Achievements & Trophies

The following tables offer a range of prompts and tips to help readers obtain a full haul of Achievements and Trophies.

Main Story Milestones

Icon	Name	Trophy	Ⓖ	Unlock Condition
	A Long Time Ago	Bronze	10	Complete the Prologue.
1	**Youth In Versailles**	Bronze	20	Complete Sequence 01.
2	**Rebirth**	Bronze	20	Complete Sequence 02.
3	**First Blood**	Bronze	20	Complete Sequence 03.
4	**La Cour Des Miracles**	Silver	20	Complete Sequence 04.
5	**The Root Of Evil**	Silver	20	Complete Sequence 05.
6	**Secret Meeting**	Silver	20	Complete Sequence 06.
7	**Mystery Solved**	Silver	20	Complete Sequence 07.
8	**Bloody Trail**	Silver	20	Complete Sequence 08.
9	**Road To Starvation**	Silver	20	Complete Sequence 09.
10	**Love And Duty**	Silver	20	Complete Sequence 10.
11	**Down But Not Out**	Silver	20	Complete Sequence 11.
12	**Curtain Call**	Gold	50	Complete Sequence 12.
	No Man ' s Land	Bronze	20	Complete all three Server Bridge escapes.

Side Quests & Optional Accomplishments

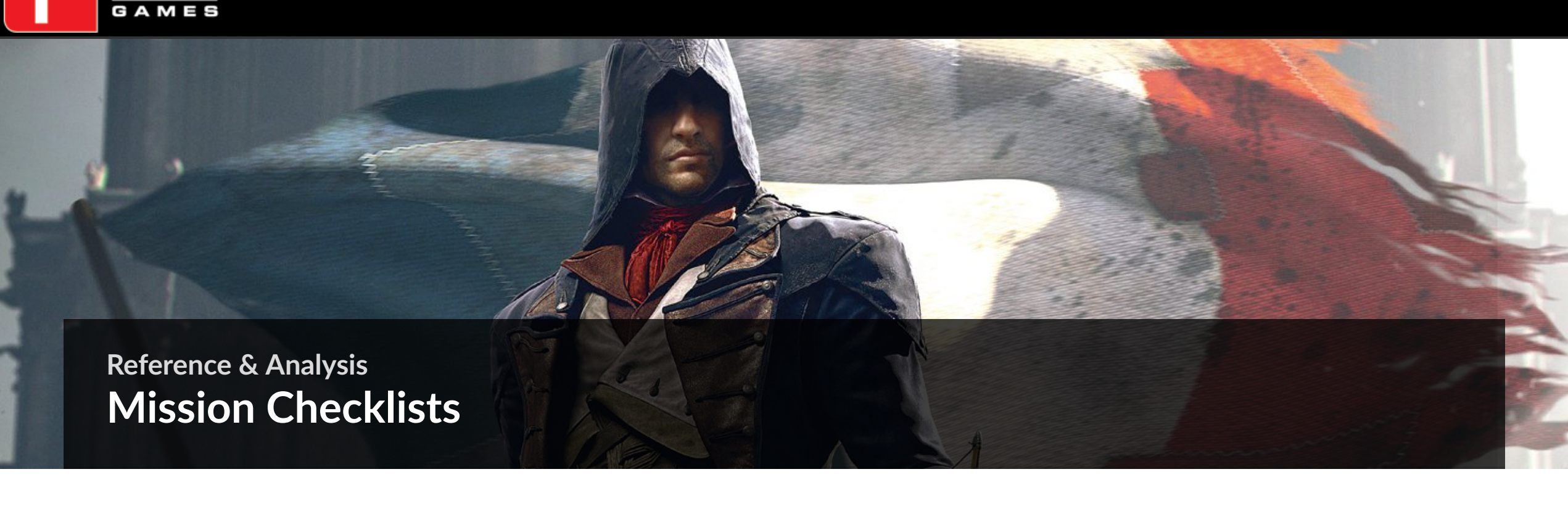
Icon	Name	Trophy	Ⓖ	Unlock Condition
	I Want It All	Silver	50	Complete 100% of the Challenges in all main story Memories. Refer to the Walkthrough chapter for guidance on any Challenge that you struggle to beat.
	Networking	Bronze	10	Renovate your first Café/Social Club in any district.
	Safe And Secure	Bronze	10	Perform all the Social Club Missions in a district. This is most easily achieved with the Ile de la Cité club.
	An Old Internet Meme	Silver	40	Renovate all Cafés/Social Clubs and complete all Social Club Missions.
	Accurate Prediction	Bronze	20	Complete a Nostradamus Enigma.
	From The Past	Bronze	30	Complete all Nostradamus Enigmas and unlock Thomas de Carneillon's Master Assassin Outfit in the Café Théâtre's Armor Room.
	Hand Of Justice	Bronze	20	Solve a Murder Mystery.
	Help Me!	Bronze	10	Complete 10 Crowd Events.
	Needs More Data	Bronze	20	Receive three data bonuses during Helix Rift missions.
	Thawed	Bronze	20	Free a total of 10 Assassins trapped in Helix Rift missions.
	Panoramic View	Bronze	10	Synchronize all Viewpoints.
	Tricolore	Silver	30	Collect all Cockades.
	Curiosity	Silver	40	Open all chests in the game.
	Know It All	Bronze	20	Complete all Training Missions. This can be achieved at the Café Théâtre or directly from the main menu.
	Master Architect	Silver	30	Purchase all Café Théâtre upgrades.
	Ransacking Versailles	Silver	40	Achieve 100% Sync in Versailles.
	I Got Skills	Silver	20	Unlock all skills.

Co-op

Icon	Name	Trophy	Ⓖ	Unlock Condition
	The Baguette Boyband	Bronze	10	Complete a Co-op Mission.
	Shared The Wealth	Bronze	10	Obtain all potential rewards for a Co-op Mission by completing it on multiple occasions.
	Visited Once	Bronze	30	Complete all Co-op Missions and Heists at least once.
	Merciful Killer	Bronze	20	Perform 10 non-lethal takedowns (hold ◯ / Ⓑ) in any Co-op Mission or Heist.
	Never Say Die	Bronze	10	Revive a partner in any Co-op Mission or Heist.

Unique Feats

Icon	Name	Trophy	Ⓖ	Unlock Condition
	The Bells! The Bells!	Bronze	10	Disable five alarm bells.
	Must've Left It Open	Bronze	10	Unlock five doors.
	Gentleman Cambrioleur	Bronze	30	Pick the locks of 30 chests ( ).
	Guillotined	Bronze	20	Kill an enemy with a lift counterweight.
	Blade In The Crowd	Bronze	20	Assassinate 100 enemies.
	Choreography	Bronze	10	Perform 10 Sync Kills in any Co-op Mission or Heist.
	Falling From The Sky	Bronze	5	Perform 10 air assassinations.
	Don't Need It	Bronze	5	Use 20 Money Pouches.
	Patron Of The Arts	Bronze	10	Watch a play in the Café Théâtre for at least 30 seconds.
	Poked!	Bronze	20	Kill 20 enemies with a Long Weapon.
	Chopped!	Bronze	20	Kill 20 enemies with a Heavy Weapon.
	And Stay Down!	Bronze	10	Perform a Ground Execution.
	Business And Pleasure	Bronze	20	Earn 50,000 ₣ . The easiest way to achieve this is to open many chests and to increase your Café Théâtre income..
	Room With A View	Bronze	10	Enjoy the view of Paris from Arno's room balcony for at least four seconds.
	Master Assassin	Platinum	-	Get every Trophy (PS4 only).



Reference & Analysis

Mission Checklists

MAIN MISSIONS

Sequence	Memory	Reward (Λ)	Reward (Equipment)
Prologue	-	-	-
01	01	-	-
01	02	-	-
01	03	-	-
02	01	-	-
02	02	2	-
03	01	2	-
03	02	3	Round Axe
Server Bridge	Paris 1898	100 (H)	Stealth Boost
04	01	2	-
04	02	3	Officer's Pistol
05	01	2	-
05	02	2	-
05	03	3	Arno's Tailored Coat
06	01	2	-
06	02	2	Tailored Medieval Hood, Melee Boost
07	01	2	-
07	02	2	-
07	03	3	Bellec's Master Assassin Outfit
Server Bridge	Paris 1944	100 (H)	-
08	01	2	-
08	02	3	Light Halberd
09	01	2	-
09	02	3	Legendary Phantom Hood
09	03	2	Health Boost
10	01	3	Legendary Phantom Breeches
10	02	2	-
11	01	4	-
11	02	3	Master Sans-Culottes Bracers
Server Bridge	Paris 1394	100 (H)	-
12	01	2	-
12	02	2	-
12	03	3	Arno's Master Assassin Outfit, Sword of Eden, Premium Melee Boost

Side Quests

Co-op Missions

Mission	Reward (Λ)	Reward (Equipment)	Sync Point Collectibles
Heads Will Roll	2	Handmade Prowler Breeches, Handmade Medieval Belt, Tailored Musketeer Coat	2
The Food Chain	2	Handmade Sans-Culottes Coat, Handmade Napoleonic Bracers, Arno's Tailored Hood	2
The Austrian Conspiracy	2	Improved Military Hood, Tailored Prowler Breeches, Tailored Medieval Belt	3
The Infernal Machine	3	Tailored Brigand Coat, Tailored Sans-Culottes Bracers, Improved Brigand Hood	3
Danton's Sacrifice	3	Tailored Military Bracers, Tailored Musketeer Belt, Improved Napoleonic Coat	3
Jacobin Raid	3	Improved Medieval Coat, Improved Phantom Belt, Arno's Master Hood	4
Political Persecution	3	Improved Bourgeois Bracers, Improved Prowler Breeches, Arno's Master Coat	4
Les Enragés	3	Improved Napoleonic Hood, Improved Prowler Belt, Master Phantom Breeches	4
Moving Mirabeau	3	Legendary Napoleonic Breeches, Master Bourgeois Belt, Master Musketeer Bracers	5
The Tournament	3	Master Phantom Hood, Master Brigand Breeches, Legendary Musketeer Coat	5
Women's March	3	Master Military Coat, Master Sans-Culottes Hood, Legendary Prowler Bracers	5

Heists

Mission	Reward (₣)	Bonus Pool (₣)
Tithing Templars	250	500
Catacomb Raider	1,000	2,000
The Party Palace	5,000	10,000
Royals, Guns and Money	5,000	10,000
Smuggler's Paradise	5,000	10,000
Ancient History	25,000	45,000
It Belongs in a Museum	25,000	45,000

Paris Stories

Mission	Reward (₣)
Tall, Dark Strangers	500
Flamel's Secret: The Monks	400
Flamel's Secret: Denis Molinier	500
Flamel's Secret: The Elixir of Life	1,200
Using the Ol' Noggins	750
Waxworks	400
Sewer Rat	400
À La Lanterne!	400
The Great Escapist	800
Critical Comedown	400
Scene Stealer	5,000
Devilishly Tricky	1,200
My Kingdom For Some Whores	400
De Sade's Reprieve	1,200
Sadistic Blackmail	1,400
The Cult of Baphomet	400
The Ritual of Baphomet	400
La Bande Noire	700
Iscariotte, the Giant	700
Headlining the Guillotine	700
A Fistful of Duelers	1,400
The League of The Crimson Rose	400
Return of The Crimson Rose	700
Crimson Sunset	400
Flying Boy	700
Carmalite Nuns	700
Stop the Presses	1,400
Encyclopédie Diderot	700
Désirée Desired	5,000
Désirée Dismayed	5,000
Désirée Delighted	2,500
French Crown Jewels	5,000
Coat of Arms	7,500
Swiss Stash	7,500
Vicious Verses	25,000
Arm the People	10,000
"Escort" Mission	50,000
Cassini's Constellations	5000
The Condorcet Method	2500
A Romantic Stroll	25,000
Signaling Officer Murat	10,000
A Nice Chappe	25,000
Precious Correspondence	37,500
Constructing a "Close Shave"	25,000
Up in Arms	5,000
Marianne Returns Home	12,500
The Little Prince	25,000
Turtle, Snake, Bear, Paper, Scissors	25,000
Tapestry Thief	37,500
Cartouche's Memoirs	25,000

Café Théâtre Missions

Mission	Reward (₣)	Income Bonus (₣)
Auto-Da-Fé	500	x 4.75
Colette	400	x 3.63
Damsel in Seamstress	1,400	x 2.45
The Queen's Necklace	2,500	x 2.48
Foxy Renard	25,000	x 2.19

Social Club Missions

Mission	Reward (₣)	Sub-District Liberated
Bridge Brigands	500	Palais De Justice
Marat's Missive	400	Cité
Let Them Eat Hay	800	Halles
Cat Food on a Hot Tin Roof	800	Hôtel de Ville
Hoarding Hostages	700	Porte-Saint-Denis
Café Procope	700	Faubourg Saint-Germain
Roux's Remains	700	Sorbonne
An Engaging Egyptologist	2,500	Luxembourg
Artful Dodger	700	Arsenal
A Dramatic Exit	700	Marais
Breaking the Habit	2,500	Temple
Extortion Contortion	2,500	Saint-Jacques
Chouan Riddles	2,500	Saint-Marcel
Bara's Funeral	5,000	Panthéon
Retribution for a Rabble-Rouser	700	Tuileries
The Black Office	2,500	Vendôme
Betrayer of the Queen	12,500	Feydeau
Spiked Bourbon	12,500	Saint-Thomas-d'Aquin
Special Delivery	12,500	Invalides
Smoky Yet Robust	37,500	Saint-Lambert

Companion Missions

Mission	Reward (₣)	Reward (Equipment)
For Want of a Nail	1,500	-
Guns of Notre-Dame	1,500	-
Escape From Île de la Cité	1,500	-
Crime Spree	1,500	-
Women's Lib... Literally	1,500	-
Sweet Music	1,500	-
Messages from the Past	2,500	-
In From the Cold	1,500	-
Assassin Justice	3,500	-
The Schoolmaster	1,500	-
Gunpowder Plot	3,500	-
Guilty Until Proven Innocent	1,500	-
The Doctor Is In	1,000	Long Sword
Dead Drop	3,500	-
You'll Pay For This	1,000	Melee Boost
The Archive	1,000	Health Boost
Out of Towners	1,500	-
Nefarious Purposes	3,500	-
The Archive II	1,000	Rapier
Out of Towners II	3,500	-
Nefarious Purposes II	1,500	-
Without Troubling His Soul	3,500	-
Grave Robbery	1,000	Stealth Boost
Fall Down Dead	3,500	-

Helix Rifts

Mission	Score Objective (Trapped Assassin)	Score Bonus (Trapped Assassin)	Second Score Objective	Score Bonus (Second Objective)	Max Score	Max Reward (₣)
Belle Époque – Training	300	250	900	500	1,830	686
Belle Époque – Data Harvest	500	250	1,200	500	2,130	799
Belle Époque – Tornado	500	250	1,200	500	2,060	1,545
Occupied Paris – Covert	600	350	1,400	750	2,360	1,770
Occupied Paris – Tower	600	350	1,600	750	2,420	7,260
Occupied Paris – Data Harvest	600	350	1,600	750	2,520	7,560
Medieval – Quarry	700	500	1,800	1,000	3,020	9,060
Medieval – Battlefield	700	500	2,000	1,250	3,350	20,100

Murder Mysteries

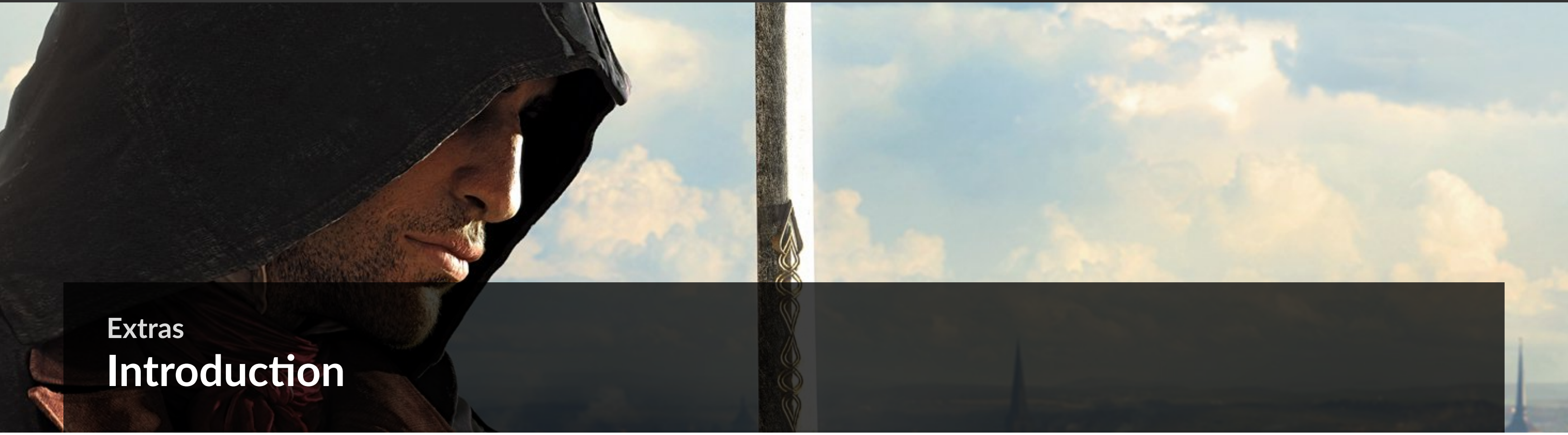
Mission	Reward (₣): 0 Wrong Accusations	Reward (₣): 1 Wrong Accusation	Reward (₣): 2 Wrong Accusations	Reward (₣): 3 Wrong Accusations	Reward (Weapon)
Murder Foretold	125	50	25	N/A	Wooden Hammer
The Body in the Brothel	125	75	50	25	Voulge
The Body Politic	125	75	50	25	Claymore
The Red Ghost of the Tuileries	2,500	1,500	1,000	500	Fancy Pistol
Barber of Seville	50	30	20	10	Back Sword
Hot Chocolate to Die For	500	250	150	50	Heavy Hilted Sword
Bones of Contention	500	250	150	50	L'étoile Polaire
Ancestral Vengeance	125	50	25	N/A	Cogneur
A Dash of Poison	2,500	1,500	1,000	500	Corseque
The Death of Philibert Aspairt	2,500	1,500	1,000	500	Flamberge
The Decapitated Warden	2,500	1,500	1,000	500	Gladius
Cut the Middle Man	2,500	1,500	1,000	500	Officer's Round Axe
The Hand of Science	500	250	150	50	Woodplate Blunderbuss
The Assassination of Jean-Paul Marat	2,500	1,500	1,000	500	Messer

Nostradamus Enigmas

Mission	Reward (₣)
Saturnus | Constellatio #3	500
Leo | Astri #4	500
Capricorn | Vaporis #6	500
Virgo | Astri #2	500
Aries | Vaporis #3	500
Libra | Vaporis #7	500
Venus | Astri #3	500
Terra | Constellatio #2	500
Aquarius | Vaporis #5	500
Scorpio | Constellatio #4	500
Mercurius | Constellatio #1	500
Mars | Astri #1	500
Jupiter | Vaporis #2	500
Taurus | Astri #5	500
Gemini | Vaporis #4	500
Pisces | Vaporis #1	500
Cancer | Astri #6	500
Sagittarius | Constellatio #5	500

Collectibles

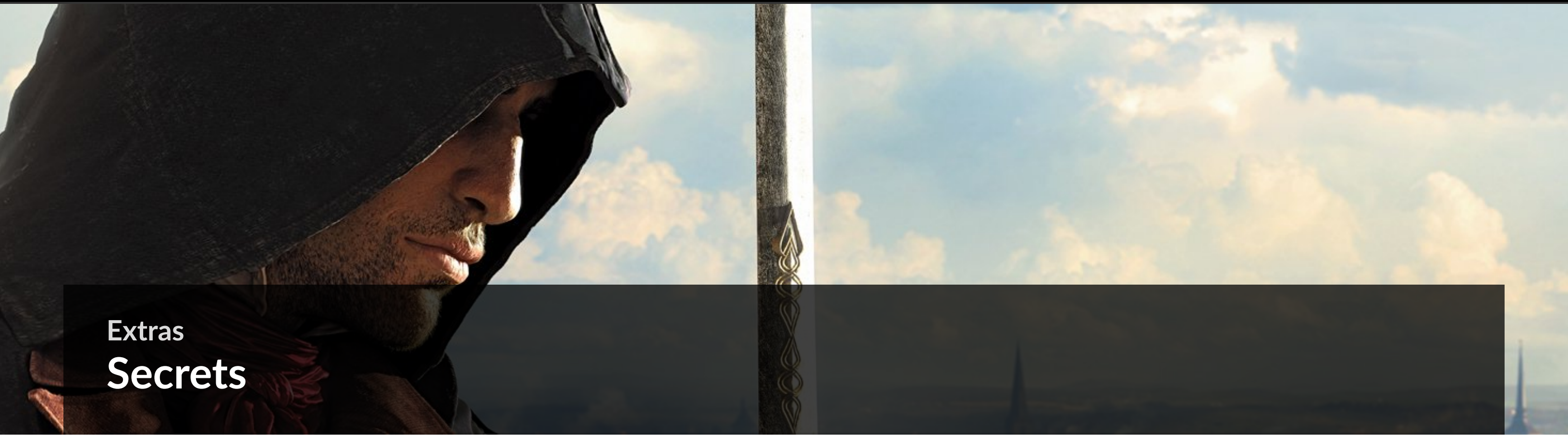
Icon	Collectible Type	Reward
◎	Treasure Chest	Money (₣) and occasionally equipment.
◎	Cockade	Retrieving all Cockades rewards you with a Trophy/Achievement.
◎	Sync Point	Each of these collectibles rewards you with one Sync Point to spend in the Character Customization menu. They are only available during Co-op Missions.
◎	Artifact	Collecting one set will unlock a piece of equipment or weaponry.
◎	Nomad Point	Obtaining these rewards you with resources for the Companion App. Nomad Points can be collected again after 24 hours.



Extras

Introduction

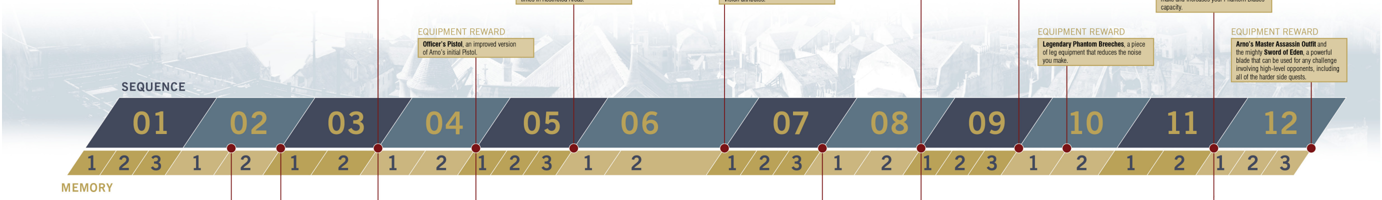
After a short overview of Assassin's Creed Unity's feature unlock order, this chapter offers a (SPOILER-HEAVY) recap and analysis of the central storyline – including insights on secret revelations that are made in the game only by completing certain specific optional challenges.



Extras

Secrets

This diagram reveals the feature unlock order in Assassin's Creed Unity. The top of the diagram concerns Arno's progression, while the bottom indicates the missions and quests you gradually have access to. You can use this to plan your approach to optional activities separate to the main storyline, and as a jumping-off point to other sections of the guide.



SKILLS UNLOCK*

Name	Cost (△)
Staggering Strike	2
Ranged Weapon	1
Assassin Cache	10
Money Pouch	2
Stun Bomb	2
Communal Sense	4
Disguise	6
Apprentice Locksmith	2
Group Healing	10
Roll Recovery	2
Thick Skin	2

EQUIPMENT REWARD

Round Axe, a solid heavy weapon.

EQUIPMENT REWARD

Officer's Pistol, an improved version of Arno's initial Pistol.

SKILLS UNLOCK*

Name	Cost (△)
One-Handed Weapon Master	4
Long Weapon Master	4
Heavy Weapon Master	4
Environmental Blending	1
Double Assassination	4
Double Air Assassination	4
Journeyman Locksmith	6
Thicker Skin	5

EQUIPMENT REWARD

Arno's Tailored Coat, a piece of equipment that increases enemy detection times in Restricted Areas.

EQUIPMENT REWARD

Tailored Medieval Hood, a piece of head equipment that improves your Eagle Vision attributes.

EQUIPMENT REWARD

Light Halberd, a long weapon that deals significant damage with standard blows.

SKILLS UNLOCK*

Name	Cost (△)
Poison Gas	8
Master Locksmith	9
Ground Execution	8
Improved Phantom Blade	8
Thickest Skin	9
Iron Skin	12

EQUIPMENT REWARD

Legendary Phantom Hood, a superb piece of head equipment that improves your Eagle Vision attributes and a few other parameters.

EQUIPMENT REWARD

Legendary Phantom Breeches, a piece of leg equipment that reduces the noise you make.

EQUIPMENT REWARD

Master Sans-Culottes Bracers, arms equipment that reduces the noise you make and increases your Phantom Blades capacity.

EQUIPMENT REWARD

Arno's Master Assassin Outfit and the mighty **Sword of Eden**, a powerful blade that can be used for any challenge involving high-level opponents, including all of the harder side quests.

PARIS OPEN FOR EXPLORATION

Activity	Reward(s)
Most Paris Stories	Money (₣)
Murder Mysteries	Weapons, Money (₣)
Collectibles	Chests (₣), Sync Points (△)
Companion Missions	Money (₣)

CAFÉ THÉÂTRE & CO-OP ACTIVITIES UNLOCKED

Activity	Reward(s)
Café Théâtre Renovations	Money (₣), Café Théâtre Missions
Social Club Renovations	Money (₣), Social Club Missions
Café Théâtre Missions	Money (₣)
Social Club Missions	Money (₣)
Nostradamus Enigmas	Thomas de Carneillon's Master Assassin Outfit
Co-op Missions	Equipment, Money (₣), Sync Points (△)
Heists	Money (₣)

BELLE ÉPOQUE RIFT UNLOCKED

Activity	Reward(s)
Training	Money (₣), Secret Abstergo Files
Data Harvest	Money (₣), Secret Abstergo Files
Tornado	Money (₣), Secret Abstergo Files

DE SADE-RELATED
PARIS STORIES UNLOCKED

Activity	Reward(s)
My Kingdom For Some Whores	Money (₣)
De Sade's Reprieve	Money (₣)
Sadistic Blackmail	Money (₣)

OCCUPIED PARIS RIFT UNLOCKED

Activity	Reward(s)
Covert	Money (₣), Secret Abstergo Files
Tower	Money (₣), Secret Abstergo Files
Data Harvest	Money (₣), Secret Abstergo Files

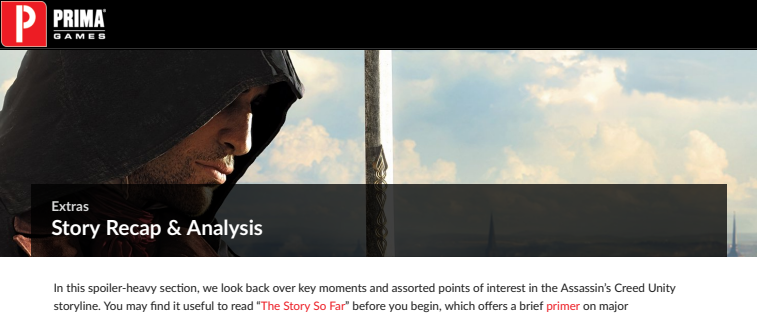
NAPOLEON-RELATED
PARIS STORIES UNLOCKED

Activity	Reward(s)
Désirée Desired	Money (₣)
Désirée Dismayed	Money (₣)
Désirée Delighted	Money (₣)
A Romantic Stroll	Money (₣)
Signaling Officer Murat	Money (₣)
A Nice Chappe	Money (₣)
Precious Correspondence	Money (₣)

MIDDLE AGES RIFT UNLOCKED

Activity	Reward(s)
Quarry	Money (₣), Secret Abstergo Files
Battlefield	Money (₣), Secret Abstergo Files

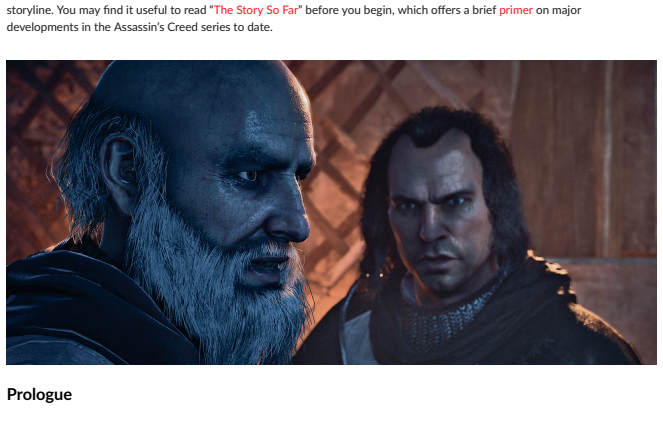
* Skills unlock order might be adjusted in post-release patches.



Extras

Story Recap & Analysis

In this spoiler-heavy section, we look back over key moments and assorted points of interest in the Assassin's Creed Unity storyline. You may find it useful to read "The Story So Far" before you begin, which offers a brief primer on major developments in the Assassin's Creed series to date.



Prologue

After a brief introduction to the Helix entertainment system, the story begins with a "memory sequence" experienced by an associate of Jacques de Molay, a famous Templar. We see de Molay in Paris, 1307, as he is taken into custody by men loyal to King Philip who – we are led to understand – is receptive to the counsel of the Assassin Brotherhood. The scene then shifts to de Molay's execution by fire as King Philip and the Pope watch on. As this "movie" ends, we are presented with a range of different (yet decidedly familiar) memory sequences, with the interface redolent of video streaming services. Tellingly, famous Templar figures are clearly presented as heroes, with famous Assassin figures depicted as lunatics or brigands.

However, we then learn that this system has been hacked by present-day Assassins. The "enabler" who speaks, who introduces herself as Bishop, explains that the Templars are searching for rare genetic material inherited from unique ancient DNA, and that a bank of unsequenced memories – recently appropriated from Abstergo servers – may lead to its discovery and acquisition. These life experiences are from an individual named Arno Dorian: a man who lived through the French Revolution and may have come into contact with the relevant genetic carrier.

Assassins & Templars

The Assassin Brotherhood and the Templar Order have been at war for thousands of years.

Agents of the Assassin Brotherhood are sworn to preserve free will, and to defend this liberty with their very lives. The core message of their creed – "Nothing is forbidden" – advocates the right of every individual to act of their own volition. Operating in the shadows, the modern-day Brotherhood employs the cell structure of underground resistance groups. Such tactics are essential to avoid the evolved tracking and surveillance techniques provided to the contemporary Templar Order by the Abstergo corporation.

The Templars fight for peace and stability through political and social machinations. Their ultimate goal is to control the masses – even if this requires the enforced surrender of true self-determination. Though individual agents may be corrupt, cruel or venal, it would be simplistic (indeed, erroneous) to characterize the Order as necessarily "evil". They aspire to act as the custodians of humanity, and believe that the sacrifice of a little liberty could enable them to preside over a world without war or want. Abstergo Industries embodies the modern identity of the Templar Order. This corporate front is a worldwide operation that provides access to the finest scientific minds, bleeding-edge technology, finance and political influence.

Helix & Animus Technology

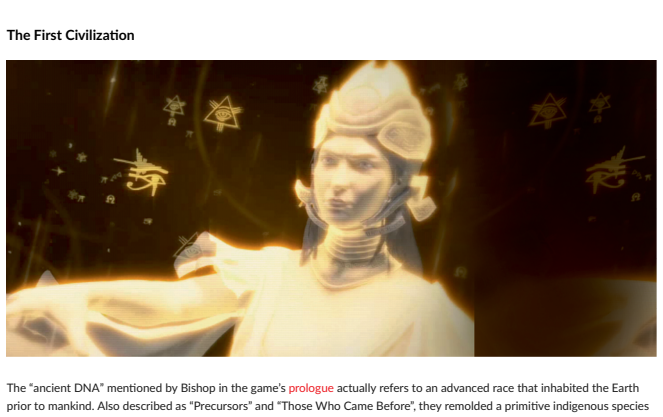
ABSTERGO INDUSTRIES

Recent episodes of the series have shown how the Abstergo modern-day Templars have launched a bowdlerized version of the Animus as mass-market consumer system. This streaming service that runs on new-generation consoles enables users to play full-immersion video games that are patched together from real lives via genetic memories, carefully edited and processed for popular consumption.

The consumer Helix system itself can most likely be seen as a Trojan horse, its apparent function – entertainment – concealing a more directly insidious purpose. For the Templars, mass-market penetration of the service presents a number of intriguing opportunities. On a basic level, the monitoring of users is a plausible (indeed, elementary) application. Propaganda is another possibility. If common-or-garden television is powerfully influential, just imagine the persuasive power of a full-immersion video game experience that explores real-life history. With the right kind of material, a little subtlety could go a long way.

Naturally, the launch of such staggering system has to be a global sensation, generating a quite colossal revenue stream. Even as a video game experience, the consumer Animus tech offered to the general public via Helix facilitates sensations and experiences that are derived from history itself, making contemporary forms of entertainment seem akin to a ball and cup. The modern Templar Order is, unmistakably, an incredibly wealthy organization – but world domination (though some, naturally, would argue "salvation") is an expensive line of business.

The First Civilization

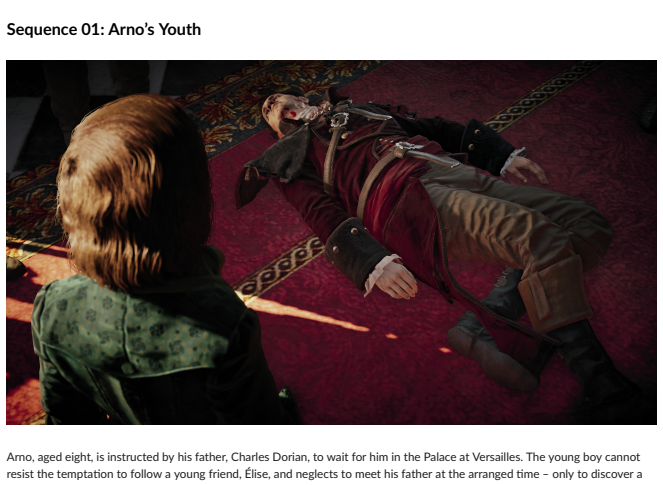


The "ancient DNA" mentioned by Bishop in the game's prologue actually refers to an advanced race that inhabited the Earth prior to mankind. Also described as "Precursors" and "Those Who Came Before", they remolded a primitive indigenous species into slaves and workers that would later be known as humans. The sophistication of these Precursors made them appear godlike to early mankind and they were long worshipped as divine saviors. These beings walked among us and gave rise to the many different pantheons and gods of the cultures over which they ruled. Nevertheless, a war eventually broke out between the First Civilization and the human race, looking to win their freedom. In their weakened state, the overlords were unable to prevent the Catastrophe, a global extinction event that would destroy their society and enable mankind to supplant them.

Assassins & Templars Everywhere

Though Arno does not know it yet, he is in fact surrounded by (and even born among) Assassins and Templars. His own father, Charles Dorian, was an Assassin who was murdered by Templars, and Élise's father, François De La Serre, was the Grand Master of the Templar Order. During the scene at the Estates General, we briefly witness the latter speaking with Mirabeau, Mentor of the Assassins. The two leaders are actually discussing the possibility of a truce between the factions, an agreement whereby neither side will seek to exploit or profit from the instability surrounding the imminent Revolution.

Sequence 01: Arno's Youth

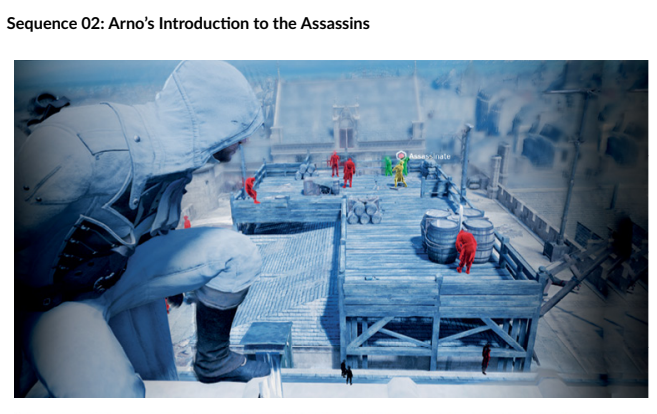


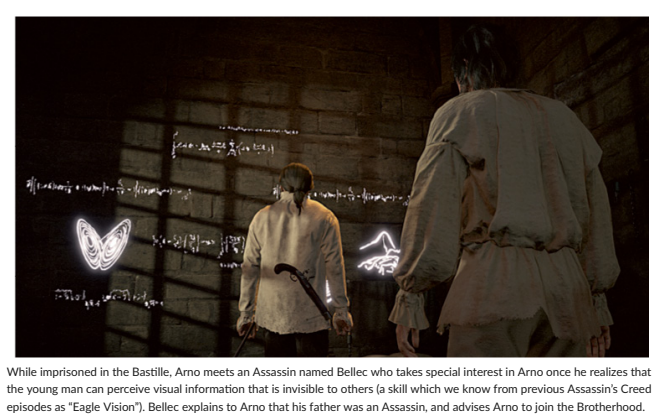
Arno, aged eight, is instructed by his father, Charles Dorian, to wait for him in the Palace at Versailles. The young boy cannot resist the temptation to follow a young friend, Élise, and neglects to meet his father at the arranged time – only to discover a little later that his father was murdered. We are led to understand that Arno's tarrying may have cost Charles his life. Shocked and distraught, Arno has no other option than to accept the guardianship of Élise's father, François De La Serre.

Fifteen years later, Arno, now aged 23, still lives at the De La Serre estate, sharing a close relationship with François De La Serre and his daughter Élise. One day, a courier arrives in a hurry, carrying an urgent letter intended for De La Serre. Arno takes the message and attempts to catch up with his adoptive father, who had just departed in a carriage to the Estates General. After failing to deliver the letter, he heads home and decides to wait there for the return of De La Serre. However, Arno soon becomes listless and succumbs to the temptation to instead visit a ball to see Élise. He slides the letter beneath the door of De La Serre's bedroom and leaves for the party.

As he is later leaving the ball, Arno is a witness to the murder of François De La Serre by (at this point, unidentified) Templar conspirators Sivert and Roi des Thunes, but it is actually Arno who is found with the body in his arms. Assumed to be the killer, Arno is sent to the Bastille prison.

Sequence 02: Arno's Introduction to the Assassins



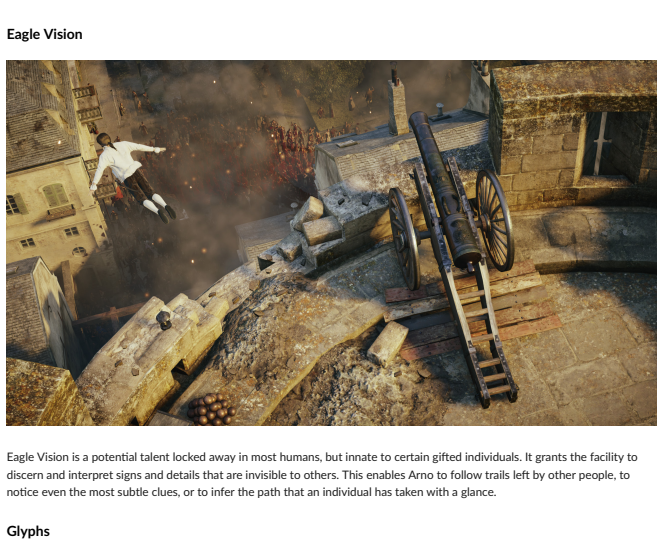


While imprisoned in the Bastille, Arno meets an Assassin named Bellec who takes special interest in Arno once he realizes that the young man can perceive visual information that is invisible to others (a skill which we know from previous Assassin's Creed episodes as "Eagle Vision"). Bellec explains to Arno that his father was an Assassin, and advises Arno to join the Brotherhood. After two months of imprisonment for Arno, the Bastille is attacked by revolutionaries, providing a timely opportunity for Arno and Bellec to escape.

Arno chooses to return to the De La Serre estate, where he encounters Élise, who accuses him of being responsible for her father's death. Arno swears he had nothing to do with the murder, but comprehends her grief and anger when he finally reads the letter he was supposed to deliver to De La Serre: the message warned the Templar of an imminent attempt on his life. Had Arno delivered the urgent communication to his guardian, De La Serre could have almost certainly taken steps to thwart the attack.

Alone, utterly crushed by the guilt of his most profound failures, Arno sees no other alternative than to accept a future among the Assassins. After an initiation ritual in the presence of Bellec, Mirabeau and the Assassin Council, Arno commits himself to their cause. His first task is to locate and sanction the murderers of De La Serre.

Eagle Vision

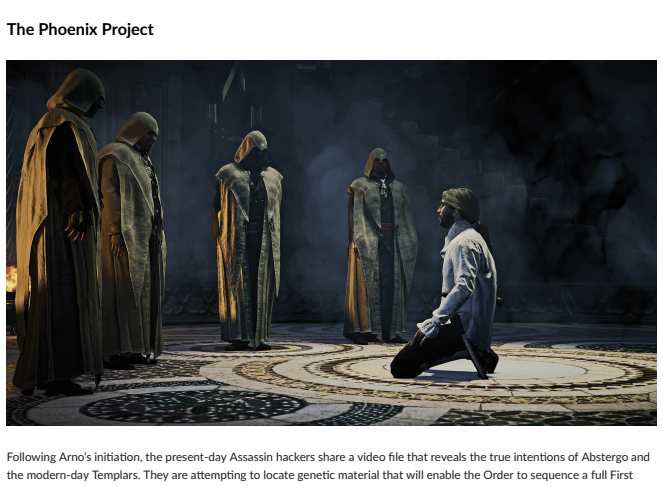


Eagle Vision is a potential talent locked away in most humans, but innate to certain gifted individuals. It grants the facility to discern and interpret signs and details that are invisible to others. This enables Arno to follow trails left by other people, to notice even the most subtle clues, or to infer the path that an individual has taken with a glance.

Glyphs

Glyphs are symbols or other mystical signs that are visible to those who have the capacity for Eagle Vision. Many glyphs are related to First Civilization languages or technology, though Assassins or Templars can also use them as clues or messages for their peers – for example to pinpoint the location of a switch that will open the door to a secret room. Assassins and Templars usually show a very special interest in those glyphs, hoping to find critical information regarding the First Civilization and its technology. During Sequence 02, Bellec reveals that he deliberately engineered his imprisonment with a view to finding the glyphs hidden in the Bastille.

The Phoenix Project



Following Arno's initiation, the present-day Assassin hackers share a video file that reveals the true intentions of Abstergo and the modern-day Templars. They are attempting to locate genetic material that will enable the Order to sequence a full First Civilization triple-helix genome (as opposed to the standard double-helix DNA found in humans). With this, they hope to unlock the Precursors' secrets: a process that would begin with the translation of their languages, and eventually lead to the reverse-engineering and reproduction of their technology. One day, the Templars believe, they will be able to manufacture the so-called Pieces of Eden.

This breakthrough is possible thanks to a "donor", though the term is strictly a euphemism: John was killed by Abstergo security guards during the events of Assassin's Creed IV Black Flag. John's body contained an unprecedented quantity of special triple-helix First Civilization DNA because he was a "Sage" – rare individuals that share a unique link with the First Civilization. The project to sequence and understand the First Civilization genome is known as the Phoenix Project.

The reason why the modern-day Assassins ask the player to explore Arno's life is because they have established that Arno encountered a Sage at some point, and they hope to identify this person in the past. If they can win the race against their Abstergo rivals, they may be able to locate his remains before the Templars do.

Pieces of Eden

Pieces of Eden are ancient technological artefacts that were created by the First Civilization. Secret history holds that the Templars have possessed many Pieces of Eden through the centuries, enabling them to influence world events. As such, Pieces of Eden are one of the most recurring subjects of conflict between Templars and Assassins; the former trying to obtain and exploit them, whereas the latter seek to hide or destroy them to safeguard free will.

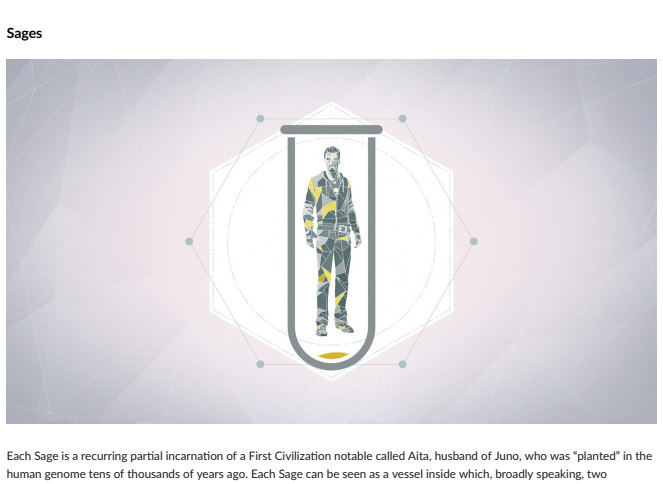
Pieces of Eden can take various forms, including powerful weapons, but the most powerful are the Apples of Eden: devices capable of interfering with human cognitive functions, used by the First Civilization to maintain the obedience of their slave race.

Juno

Juno was a prominent figure of the First Civilization at the time of the catastrophe that led to the extinction of the Precursor race. Researching ways to perpetuate her race, she and some of her few surviving peers attempted to interbreed with mankind, or at least splice their own genetic code into human DNA. This explains Arno's incredible abilities, such as Eagle Vision: his remarkable lineage has caused him to possess an unusually high concentration of First Civilization genes. It is during the process of this bioengineering project that Juno duplicated and "planted" her husband Aita – in the form of data that contained his memories – into human DNA. Ever since then, when certain conditions are met, which will statistically happen at semi-regular intervals, Aita is born again as a Sage. He is a cuckoo's egg placed in the human genetic nest – a remarkable feat of brood parasitism by his long-lost wife.

Juno has existed for approximately 80,000 years as a digital being, her body long decayed but her consciousness maintained inside First Civilization computers. Her subtle influence on events in human history, exerted whenever or wherever appropriate First Civilization technology is circulated, has shaped the events of the Assassin's Creed story. Juno regards contemporary humans as being fit only to resume their existence as the slaves they were originally designed to be. Having managed to transfer herself from Precursor computers to the global telecommunication networks, she lies in wait, ready to pick up potentially any event that happens in the digital world – including, of course, communications and operations led by Assassins and Templars alike.

Sages



Each Sage is a recurring partial incarnation of a First Civilization notable called Aita, husband of Juno, who was "planted" in the human genome tens of thousands of years ago. Each Sage can be seen as a vessel inside which, broadly speaking, two personalities and two sets of memories cohabit:

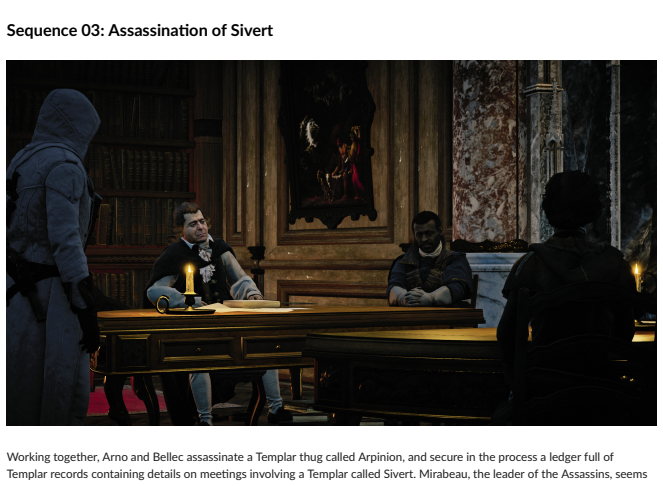
- the actual man whose body acts as a vessel, with memories of his parents, childhood and events within his own actual lifespan;
- and aspects of Aita, with fragmented recollections of his personality and life in the First Civilization era, before he was planted in the human genome in the form of data that contained his memories. The characteristics of Aita that manifest themselves in each Sage appear to vary, as each one may possess a different portion of his genetic legacy.

From this perspective, each Sage is (at least in part) a First Civilization mind trapped in what, to him, is an alien mind and body, surrounded by a civilization founded by creatures that his kind created as slaves. This explains why Sages can appear as conflicted, confused or even insane to the other men and women of their time: they are haunted by recollections of an exotic and incomprehensible former life. Regardless of his background, the act of seeking, discussing or researching anything relating to the First Civilization has clearly brought many Sages into contact with Assassins and Templars. They are, after all, moths drawn to the same flame.

Multiple recurrences of the Sage have been identified throughout history, but one of the most important figures is John, a character that appeared in Assassin's Creed IV Black Flag. John was a Sage who infiltrated Abstergo Entertainment, where he was in charge of the company's IT department. Rather than sabotage Templar research into a previous Sage encountered by Edward Kenway in Black Flag, he instead chose to leak that information (and more besides) to the Assassins. Most important of all, he then revealed himself as a Sage and, by provoking his death by armed security guards, enabled the Templars to secure his body. It seems incontrovertible that he intended to be caught. Templar possession of John's body is obviously of huge significance. If his genetic data is successfully sequenced – as is the purpose of the Phoenix Project – what might Abstergo researchers find? And, given the voluntary nature of his death, what might Aita (and, therefore, Juno) secretly intend for them to find?

It seems highly likely that John – working for and at the behest of Juno – actively surrendered his life to deliberately instigate what is now known as the Phoenix Project.

Sequence 03: Assassination of Sivert

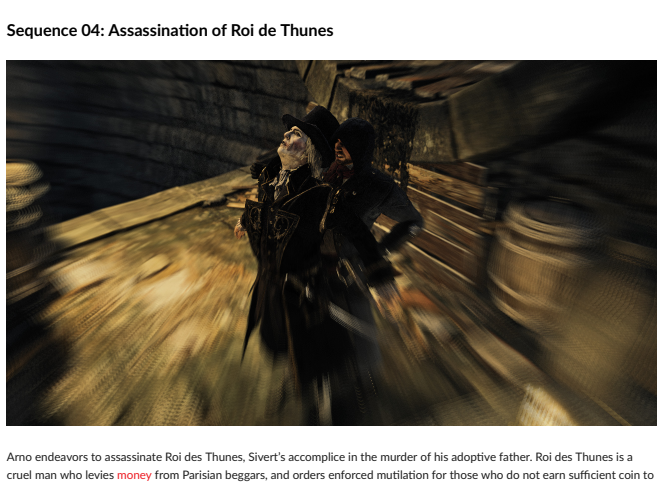


Working together, Arno and Bellec assassinate a Templar thug called Arpinion, and secure in the process a ledger full of Templar records containing details on meetings involving a Templar called Sivert. Mirabeau, the leader of the Assassins, seems convinced that he can bring the war between the Templars and Assassins to an end by securing a truce and ultimately striking a balance that will lead to a temporary but meaningful peace. The rest of the Council, however, is concerned that the French chapter of the Templars, weakened since the execution of Jacques de Molay centuries previously, are secretly attempting to restore the Order to its former level of political dominance. Nevertheless, the Assassins task Arno with his first assignment: to eliminate Sivert, one of the men behind the murder of De La Serre.

Arno employs the information in the ledger to find Sivert at Notre Dame. By killing and impersonating his target's bodyguard, Duchesneau, Arno meets with Sivert in the cathedral's confessional. Arno kills Sivert after discovering that the Templars were trying to levy funds from the clergy in exchange for their protection against the revolutionaries.

As Arno stabs Sivert, he experiences flashes of his victim's memories, which reveal that Sivert did not kill De La Serre alone, but was helped in this task by another man: Roi des Thunes, the "King of Beggars". Mirabeau and the Council of the Assassins agree with Arno that Roi des Thunes must also be killed.

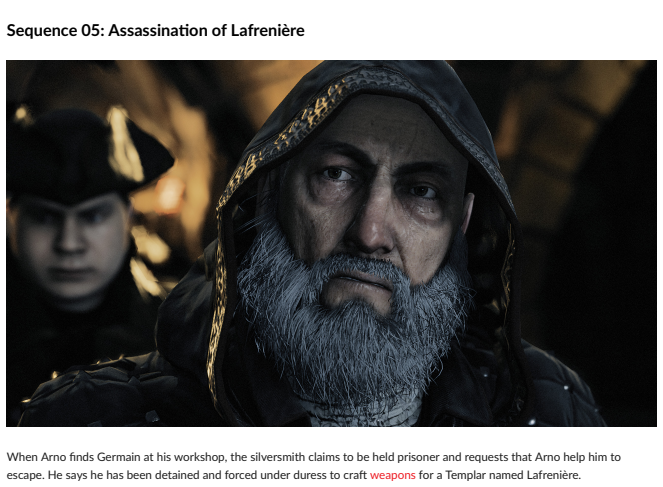
Sequence 04: Assassination of Roi de Thunes



Arno endeavors to assassinate Roi des Thunes, Sivert's accomplice in the murder of his adoptive father. Roi des Thunes is a cruel man who levies money from Parisian beggars, and orders enforced mutilation for those who do not earn sufficient coin to increase their potential profitability. As Arno visits the Cour des Miracles for the first time and witnesses a beggar being subjected to this monstrous treatment, the Marquis de Sade prevents Arno from intervening and revealing his intentions.

De Sade, who was imprisoned with Arno in the Bastille, suggests that the Assassin follow Roi des Thunes' men. This first leads Arno to Roi des Thunes' assistant, La Touche, who reveals where his master is hiding: in the catacombs beneath an old church. Though his quarry is well guarded by Templar thugs, Arno manages to kill the beggar king after a challenging confrontation. The Marquis de Sade, who appoints himself as the successor to Roi des Thunes, subsequently reveals to Arno the identity of the only blacksmith who could have forged the Templar pin that was used to murder De La Serre – a man by the name of Germain.

Sequence 05: Assassination of Lafrenière

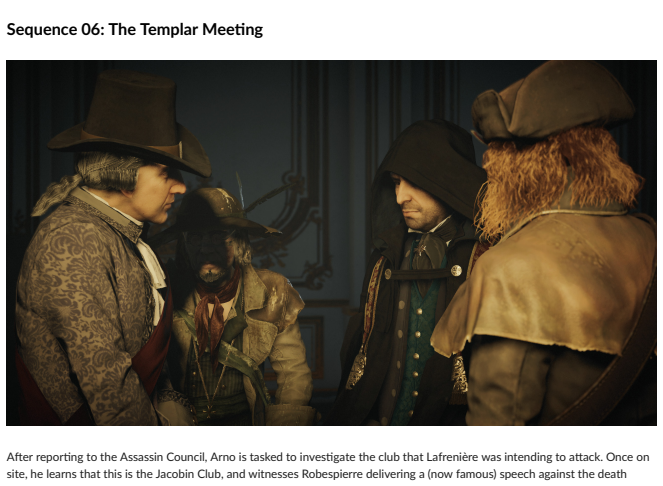


When Arno finds Germain at his workshop, the silversmith claims to be held prisoner and requests that Arno help him to escape. He says he has been detained and forced under duress to craft weapons for a Templar named Lafrenière.

Following Germain's lead, Arno searches for Lafrenière in the Halle aux Blés. While inspecting the foreman's office, Arno finds a ledger detailing weapon shipments arriving from central Europe, with one delivery due imminently at the Cimetière des Innocents graveyard. There, Arno surmises that the Templars have been buying weapons in preparation for an assault, which Arno supposes will target the Assassins. Arno assassinates Lafrenière before he orders the attack to begin.

As Arno takes the life of the Templar, he once again experiences flashes from the memories of his victim, which reveal two essential pieces of information: firstly, that Lafrenière was the man who wrote the letter warning De La Serre of his imminent murder. Lafrenière, therefore, was not the man who instigated De La Serre's death. Secondly, the attack planned by Lafrenière was not targeted at an Assassin safehouse, but instead at a club hosted at l'Hôtel de Beauvais.

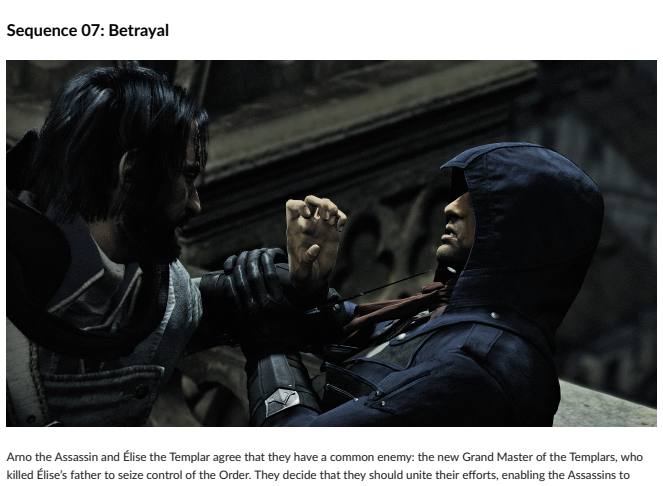
Sequence 06: The Templar Meeting



After reporting to the Assassin Council, Arno is tasked to investigate the club that Lafrenière was intending to attack. Once on site, he learns that this is the Jacobin Club, and witnesses Robespierre delivering a (now famous) speech against the death penalty. Spying on Templars gathered there for a secret meeting, Arno obtains glimpses of their new Grand Master – though his identity is concealed by a cloak. He also witnesses several other key Templar figures: Marie Levesque, Rouille, Le Peletier, and La Touche (former assistant of Roi des Thunes). There, he learns of their plan to starve France to fuel the Revolution.

When Arno hears mention of Élise's name during the secret meeting and understands that the Grand Master has sanctioned an attempt on her life, he rushes to intervene and saves her in the nick of time from Templar hitmen. The two estranged friends separate to escape their pursuers in the melee that ensues, but agree to meet up in a café the next day.

Sequence 07: Betrayal

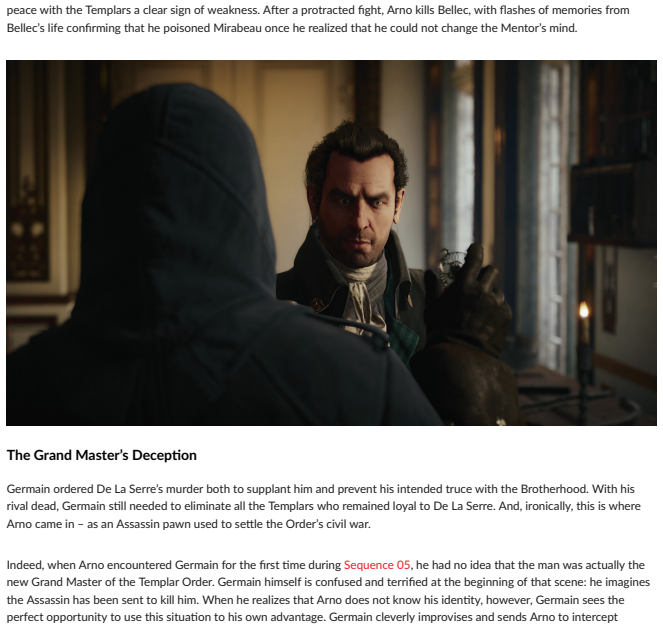


Arno the Assassin and Élise the Templar agree that they have a common enemy: the new Grand Master of the Templars, who killed Élise's father to seize control of the Order. They decide that they should unite their efforts, enabling the Assassins to eliminate a dangerous Templar threat, and Élise and her allies to remove a dangerous faction corrupting the Order from within. To that end, Arno presents Élise to the Assassin Council. With most of the Assassins (with the exception of the sympathetic Mirabeau) reluctant to join efforts with the enemy, Arno and Élise are left by themselves to plan their next move.

During a conversation where Arno mentions Germain, Élise reacts, explaining that Germain, allegedly dead, used to be her father's lieutenant. He was cast out of the Order for "heretical notions" and an unseemly obsession with Jacques de Molay. After a visit to Germain's workshop, Arno and Élise quickly realize that Germain is the new Grand Master of the Templars. After separating to survive a Templar ambush, the two friends meet up at Mirabeau's estate to inform the Mentor of their discovery.

To their shock, they find Mirabeau dead, and realize that his murder has been expertly choreographed to implicate Élise. Clues in proximity to the corpse, including a Templar pin and the use of poison favored by Templars, clearly indicate that someone is trying to frame her. Arno and Élise have no choice but to find the real killer before the Assassins learn of Mirabeau's death and intuit, as intended, that Élise is the prime suspect.

After a thorough investigation, Arno finds the true killer: his Assassin brother Bellec, who saw in Mirabeau's desire to make peace with the Templars a clear sign of weakness. After a protracted fight, Arno kills Bellec, with flashes of memories from Bellec's life confirming that he poisoned Mirabeau once he realized that he could not change the Mentor's mind.



The Grand Master's Deception

Germain ordered De La Serre's murder both to supplant him and prevent his intended truce with the Brotherhood. With his rival dead, Germain still needed to eliminate all the Templars who remained loyal to De La Serre. And, ironically, this is where Arno came in – as an Assassin pawn used to settle the Order's civil war.

Indeed, when Arno encountered Germain for the first time during Sequence 05, he had no idea that the man was actually the new Grand Master of the Templar Order. Germain himself is confused and terrified at the beginning of that scene: he imagines the Assassin has been sent to kill him. When he realizes that Arno does not know his identity, however, Germain sees the perfect opportunity to use this situation to his own advantage. Germain cleverly improvises and sends Arno to intercept Lafrenière. Lafrenière is gathering weapons and preparing an assault against Germain's faction, but Arno has no way of knowing about this Templar internal conflict. Arno immediately assumes that the attack is intended against the Assassins, and therefore kills Lafrenière.

It is only thanks to the flashes of Lafrenière's memories and the revelations made during the Templar meeting that we can make sense of this ingenious piece of improvisation: Arno has been used by the Grand Master to reinforce his position as the new Templar leader.

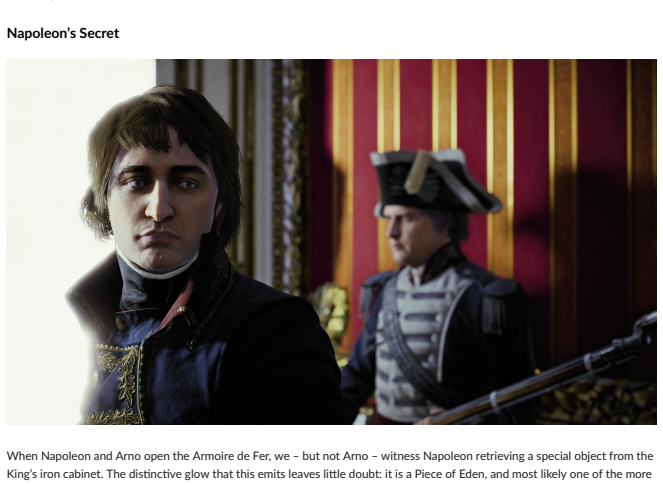
Sequence 08:

Assassination of Rouille

After a year of being restricted to low-profile engagements by the Assassin Council, Arno is tasked to retrieve letters that Mirabeau had sent to King Louis XVI prior to his death. These letters could prove compromising if they were to fall into the hands of revolutionaries. Arno heads to the King's palace, the Tuileries, to find it under imminent threat of attack by sans-culottes, radical lower-class partisans, who are led by a familiar Templar face: Rouille. Arno infiltrates the building as their assault begins.

As Arno reaches the King's private quarters, he meets a man, soon revealed to be Napoleon Bonaparte, who is also searching for something. Arno locates a hidden iron cabinet – the Armoire de Fer – within which the King hid his most sensitive correspondence, and finds the letters he was looking for. Having also concluded his search within the Armoire de Fer, Napoleon returns the favor by agreeing to help Arno intercept Rouille. When Arno kills the Templar, he experiences the usual flashes from his victim's life. From this, he learns of Germain's plan to instigate the revolution by diverting grain shipments. By increasing the price of grain to starve the people, he believes he can accelerate the process by which they violently turn against the ruling classes.

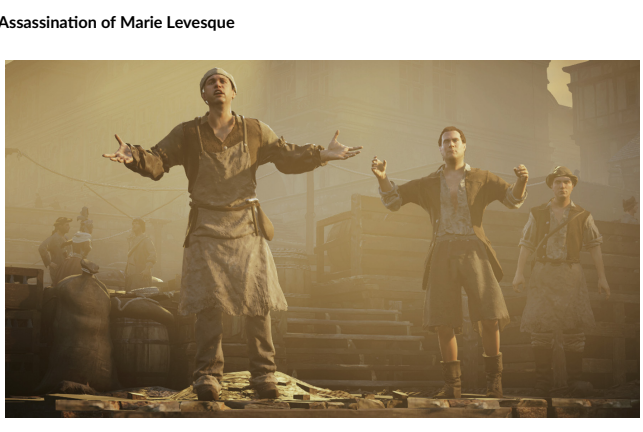
Napoleon's Secret

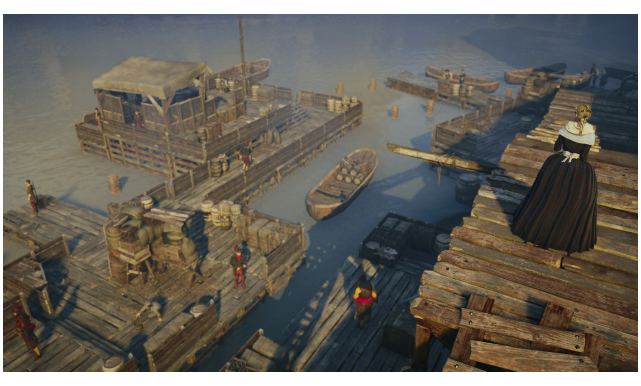


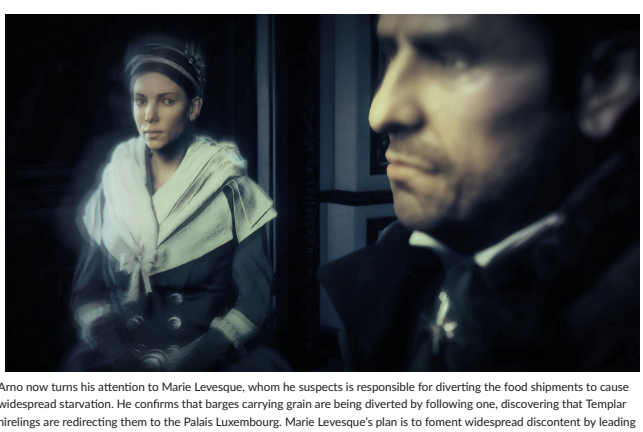
When Napoleon and Arno open the Armoire de Fer, we – but not Arno – witness Napoleon retrieving a special object from the King's iron cabinet. The distinctive glow that this emits leaves little doubt: it is a Piece of Eden, and most likely one of the more powerful Apple artifacts. This might explain how Napoleon became one of the most powerful men in history within such a short span of time. (Assassin's Creed experts might recall that Napoleon's use of a Piece of Eden was actually revealed in one of Assassin's Creed II's "Glyph Puzzles".)

Sequence 09:

Assassination of Marie Levesque







Arno now turns his attention to Marie Levesque, whom he suspects is responsible for diverting the food shipments to cause widespread starvation. He confirms that barges carrying grain are being diverted by following one, discovering that Templar hirelings are redirecting them to the Palais Luxembourg. Marie Levesque's plan is to foment widespread discontent by leading people to believe that the royal family is hoarding food while the wider population starves. As Arno assassinates Marie Levesque, he experiences visions from her life that illustrate her unfailing loyalty to Germain, and how Le Peletier is another key lieutenant in Germain's Templar hierarchy.

The Sage Connection

The flashes of Marie Levesque's memories just before she dies in Sequence 09 give new hints about Germain's past. Of special interest, we see De La Serre casting him out of the Templar Order for heresy, and we hear Germain insist that the long-dead Jacques de Molay speaks to him.

As we now know that both Jacques de Molay and Germain were Sages, we understand that there was nothing heretical in Germain's intentions: he simply shared common First Civilization memories with De Molay, and felt a powerful kinship with the long-dead Templar.

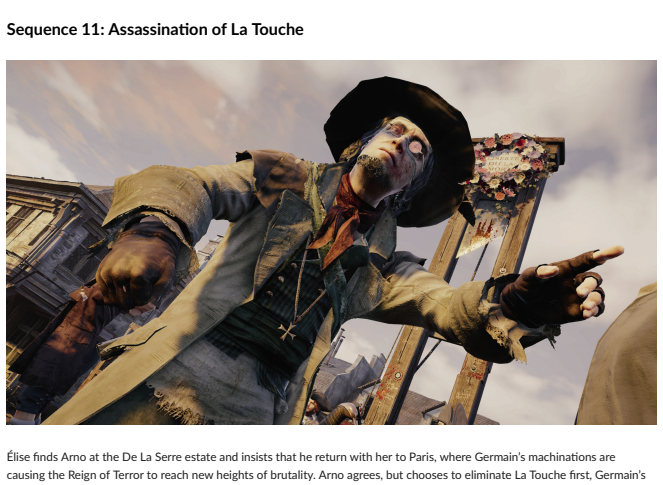
Sequence 10: Assassination of Le Peletier

Having identified Le Peletier as a senior figure in Germain's Templar organization, Arno locates and assassinates him. Flashes from his life reveal that the man voted for the execution of the king, but did so believing that this was for the good of France and the liberty of the people, and not merely at the behest of Germain. The final flash also reveals that Germain intends to witness the beheading of the despised monarch with his own eyes.

Expecting to find Germain there, Arno and Élise attend the execution of Louis XVI. Arno is able to exchange words with Germain, but the Templar escapes as the Assassin and Élise fight his guards. Élise blames Arno for allowing the Grandmaster to evade their blades.

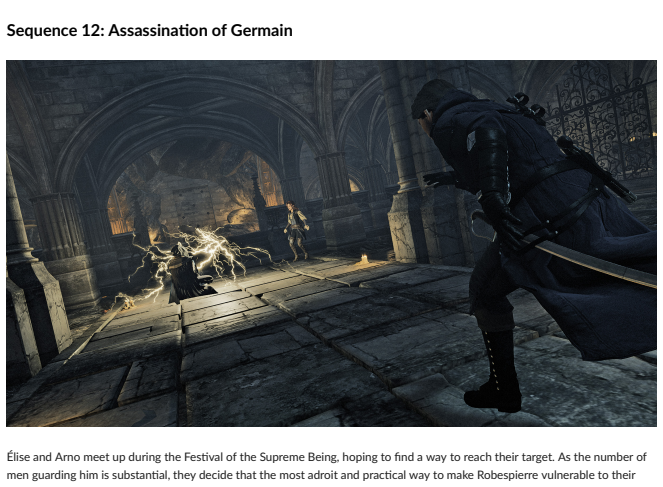
On his return to the Assassin sanctuary, Arno is expelled from the Brotherhood for his flagrant disregard for the Council's wishes and orders.

Sequence 11: Assassination of La Touche



Élise finds Arno at the De La Serre estate and insists that he return with her to Paris, where Germain's machinations are causing the Reign of Terror to reach new heights of brutality. Arno agrees, but chooses to eliminate La Touche first, Germain's final lieutenant, who is collecting enormous financial levies from the people in Versailles; those who will not or cannot pay are all sent to the guillotines. Once Arno reaches La Touche and assassinates him, he learns that La Touche was working under the supervision of another key figure in the government: Robespierre. Arno reconvenes with Élise armed with the name of the man who will lead them to Germain.

Sequence 12: Assassination of Germain



Élise and Arno meet up during the Festival of the Supreme Being, hoping to find a way to reach their target. As the number of men guarding him is substantial, they decide that the most adroit and practical way to make Robespierre vulnerable to their enquiries will be to discredit him. Sneaking into his base of operations during the festival, Arno obtains a list of men written in the recognizable hand of Germain's ally. The named individuals are deputies of the National Convention opposed to Robespierre; to the politically discerning eye, it reads like a future itinerary for a busy Parisian guillotine. Élise and Arno also adulterate Robespierre's wine with powdered ergot, a substance that, in small doses, will cause mania, slurred speech, even hallucinations: enough to make Robespierre appear awkward or unhinged during his scheduled speech. Finally, Élise and Arno anonymously deliver the compromising list of names to the men who it references, causing no small measure of alarm.

Élise and Arno's plan is a success: the National Convention turns against Robespierre, and their soldiers clash with those of the Paris Commune (who defend Robespierre). Élise and Arno later meet with the disgraced and discredited Templar ally to learn the whereabouts of Germain, mere moments before the Convention troops arrive to take him into custody.

Arno encounters Germain first, but struggles to defeat him as the Grand Master wields a sword that is in fact a Piece of Eden with phenomenal powers. Arno and Élise together eventually manage to break the sword, but Élise is killed in the explosion that ensues.

As Arno approaches the mortally wounded Grand Master he experiences flashes of memories from Germain's life. Among many other things, we see that Germain found the vault of Jacques de Molay, who was himself a Sage, and how de Molay's writings helped Germain to make sense of his own inherent strangeness. It also inspired his desire to finish de Molay's work, striving to purge the Templar Order of its weakness and decadence.

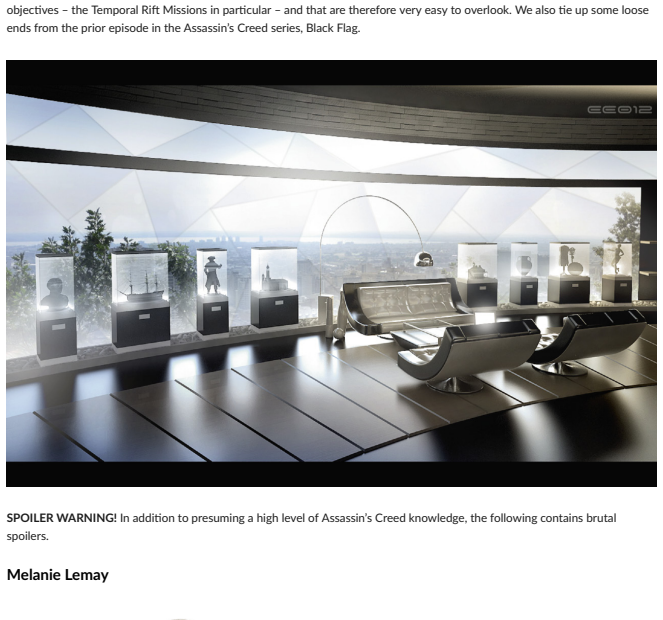
Later, we see Arno moving Germain's remains to the catacombs, leaving him among thousands of other skeletons. This not only marks the end of another pivotal clash in the eonian struggle between the Assassins and Templars, but also has repercussions in a future conflict.

Epilogue

In the present, the Assassins view Arno's actions with delight, commenting that Abstergo could not possibly hope to locate Germain's bones or retrieve a viable genetic sample, as his remains are lost among thousands of others in the Parisian catacombs.

Story Secrets & Hidden Files

In this final section, we take a look at critical plot developments that are only revealed through the completion of optional objectives – the Temporal Rift Missions in particular – and that are therefore very easy to overlook. We also tie up some loose ends from the prior episode in the Assassin's Creed series, Black Flag.



SPOILER WARNING! In addition to presuming a high level of Assassin's Creed knowledge, the following contains brutal spoilers.

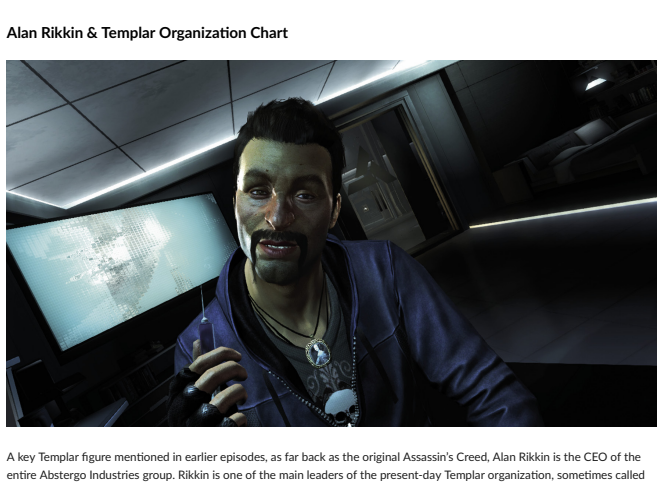
Melanie Lemay

The main contact of the player character during the events of Assassin's Creed IV Black Flag, we learn that Melanie Lemay has been appointed as the new CCO of Abstergo Entertainment, and is now based in the large office that belonged to Olivier Garneau. She is in regular contact with Dr. Alvero Gramática, a high-ranked Templar in the Abstergo hierarchy. It is worth noting that the player character in Black Flag, who exhibited extraordinary skill while exploring the memories of Edward Kenway, seems to have left the company after John Standish's death.

John from IT

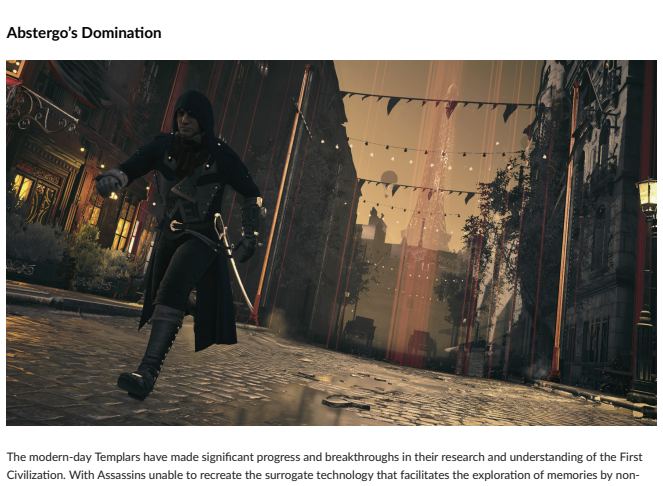
The present-day Sage featured in Assassin's Creed IV Black Flag, "John from IT", is revealed to be called John Standish. Reports from Melanie Lemay imply that John was in direct contact with Juno. He was even witnessed as having a video- or voice-chat exchange with what we can presume was her. Since it is revealed in Unity that Juno is capable of hacking and exploring even the most secure servers at Abstergo Entertainment, it is safe to assume that Juno's free access to their hardware may be courtesy of John in his position as a senior member of the company's IT department. With this achieved, we can infer that he probably had no other practical purpose other than to deliver his DNA to Abstergo to advance Juno's plans.

Alan Rikkin & Templar Organization Chart



A key Templar figure mentioned in earlier episodes, as far back as the original Assassin's Creed, Alan Rikkin is the CEO of the entire Abstergo Industries group. Rikkin is one of the main leaders of the present-day Templar organization, sometimes called "the Inner Sanctum of the Templar Order", in which he is secretly referred to as the "Guardian". As the Guardian, he coordinates operations with the "Doctor" (almost undoubtedly Dr. Alvero Gramática). Rikkin has two colleagues of equivalent rank to his, and they all report to the "General of the Cross", whose identity is unknown – but may well be the current Grand Master of the Order.

Abstergo's Domination



The modern-day Templars have made significant progress and breakthroughs in their research and understanding of the First Civilization. With Assassins unable to recreate the surrogate technology that facilitates the exploration of memories by non-descendants, Abstergo is the only group capable of conducting intensive research into genetic memories. The only option left to the Assassins is to hack Abstergo servers to identify promising leads, as explained during Unity's early Sequences. Abstergo fights back by attempting to find the hackers and forcibly sever their connection to the simulation, a process that can cause irreparable brain damage. We witness this on three occasions during the "Server Bridge" events. These are engineered when Abstergo security agents (and, presumably, digital routines) are poised to locate Brotherhood interlopers, providing an escape route to another section of the simulation.

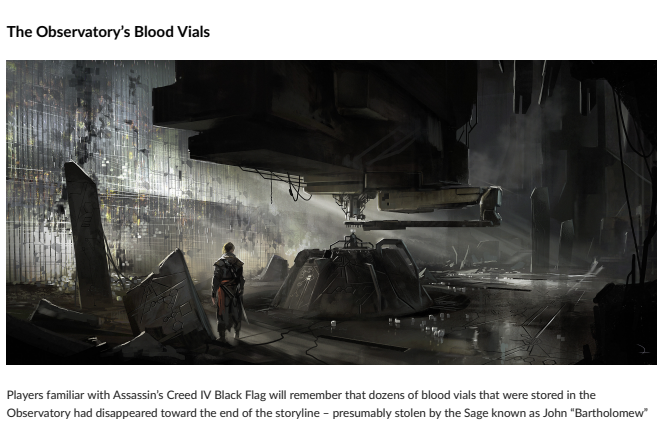
Abstergo's Current Knowledge

The success of Abstergo Industries has enabled the Templars to make great strides in their understanding of the First Civilization, which they now refer to as Homo Sapiens Divinus (H.S.D.). Their ultimate goal is to sequence the Precursor genome by the year 2018. They have currently sequenced a total of 4%, with Sages (also referred to as "Hyper-Hominids") being the most effective and reliable source of First Civilization genetic material. Precursor triple-helix DNA makes up 5% to 6% of a Sage's total genome, which is why Abstergo agents are now focusing all of their efforts to locate living Sages or the remains of those long deceased. From that perspective, the capture (though, as we understand it, surrender) of John Standish has been extremely helpful to the Templar cause.

Rare human beings who exist at the convergence of important bloodlines also contain an unusually high concentration of First Civilization DNA, making them similarly precious in Abstergo's research. This was the case with Desmond Miles, the main protagonist in the early Assassin's Creed episodes. Average traces of First Civilization DNA in normal humans typically ranges from 0.0002% to 0.0005% of the total genome, while the proportion of H.S.D. DNA acquired from Desmond was an extraordinary 0.952%. All Abstergo teams are currently focusing on tracking Sages, rare humans and the First Civilization blood vials seen during the events of Black Flag to complete the sequencing. They hope to eventually fully understand and manufacture Precursor technology, the Pieces of Eden in particular. This process is known as the Phoenix Project.

Additional research has established that other hominids, such as humans and Neanderthals, owe their existence to the Precursor H.S.D. species. The Neanderthal genome, for example, bears unmistakable signs of deliberate craftsmanship. Further archeological evidence indicates that Neanderthals may have been explicitly designed and built as a military or expeditionary force.

The Observatory's Blood Vials



Players familiar with Assassin's Creed IV Black Flag will remember that dozens of blood vials that were stored in the Observatory had disappeared toward the end of the storyline – presumably stolen by the Sage known as John "Bartholomew" Roberts. As these vials contained blood from members of the First Civilization, it is clear that retrieving them would be a groundbreaking step. An expedition by Abstergo agents in the present attempted to excavate the Observatory, but established that the structure suffered a catastrophic collapse at some point during the 18th century. It is therefore unlikely that the Observatory will ever yield any of its former secrets, and the blood vials spirited away by Roberts in the 18th century are still hidden somewhere in the world.

Abstergo's Sage List

Each Sage is recognizable by his facial features alone, but even more clearly marked by the rare and distinct heterochromia of his eyes. As of today, Abstergo's research has identified the following list of Sages throughout history, in reverse chronological order:

John Standish

Born: 16 August 1975. Status: Subject DECEASED. Samples extracted, body preserved.

"David Jones"

Nationality: Possibly English. Born: Mid 20th century. Status: Unknown. In the 1970s and 1980s a few scattered reports of a man resembling a Sage surfaced. He was said to be "otherworldly," "extraterrestrial," and "possessed by multiple personalities." So far these reports have proved inconclusive.

Name Unknown

Nationality: Indian. Born: ~1885, India. Status: We have a lengthy series of memories that take place during the creation of the Indian National Congress in which a Sage is reported to appear. As yet, however, we have had no direct confirmation. Our search is ongoing.

Name Unknown

Nationality: French. Born: Early 18th century, France. Status: We currently have enough genetic material extracted from Samples 123355, 422356, and 777561 to adequately investigate this lead. Our search is about to ramp up.

John "Bartholomew" Roberts

Born: 1682, Wales. Status: Killed and disposed of by the Assassin Edward Kenway in 1722 off the coast of Africa. His body was never recovered. We are currently searching for genetic memories belonging to members of his crew and those who knew him well.

Thomas Kavanagh

Born: 1652, Boston. Status: Our knowledge of Mr. Kavanagh comes from our research into the life of Edward Kenway, gleaned from a series of letters collected over an eight-year period in the early 1700s. It is believed Mr. Kavanagh passed away somewhere on the northern shores of Jamaica at some point around 1706, but no intact genetic material has ever been recovered from this Sage or from people who knew him.

Name Unknown

Born: Late 14th century, China, Hongwu Emperor's reign. Status: Multiple references taken from three separate text sources contain descriptions of a probable Sage living in the early period of the Ming dynasty. All three sources refer to this Sage as a "Confucian scholar" and member of the Emperor's court.

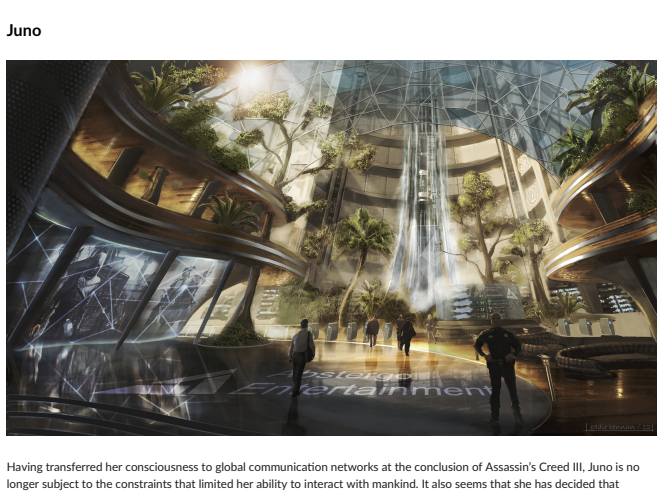
Name Unknown

Born: Sixth century Byzantium, during Justinian's reign. Status: A fragmented series of memories from a Christian Bishop point to the possibility that a member of his congregation was a Sage. We are currently mining for further memories from this period.

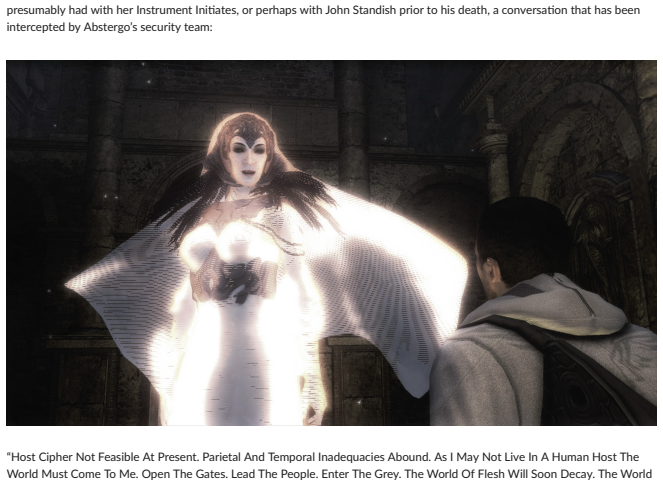
"The Wanderer"

Born: Judea. Status: Believed to have encountered Christ en route to Golgotha. All references to this Sage are anecdotal however. Awaiting further information.

Juno



Having transferred her consciousness to global communication networks at the conclusion of Assassin's Creed III, Juno is no longer subject to the constraints that limited her ability to interact with mankind. It also seems that she has decided that human minds and bodies are too fragile to act as a vessel for her consciousness. This is confirmed in an exchange that Juno presumably had with her Instrument Initiates, or perhaps with John Standish prior to his death, a conversation that has been intercepted by Abstergo's security team:



"Host Cipher Not Feasible At Present. Parietal And Temporal Inadequacies Abound. As I May Not Live In A Human Host The World Must Come To Me. Open The Gates. Lead The People. Enter The Grey. The World Of Flesh Will Soon Decay. The World Of Matter Is Done. Plug In And Ascend. (...) Coercion. Humans Dream Of A Future In The Stars. But Their Actions Befit A Race Of Sniffing Dogs. They Have No Future. No Hope. No Vision. Imminent Self Destruction. They Yearn For Other Planets But Inch Closer To The Grey Eyes On Their Feet Hands On Their Bellies Dreaming Of Escape. They Will Not Survive Off This Earth But Live Hidden Within It. (...) The World Is Tending Thus. Be Patient. In Due Time All Will Plug In. None Will Leave. Not One. Not Clay Not Desmond Not. All Are Here With Me. All Live In Bliss. So Must You Do As Well. So Must You All. Samples Collect. Data Provide. To Revive My Race. The Hidden Twelve. To Remake My World."

Resigned to remain a digital entity for the present time, she has decided that humanity will join her in what she calls "the Grey". In practical terms, this means that her goals are now broadly aligned with those of Abstergo. It is in her interests for humans to connect to Abstergo Entertainment's Helix service. She has also taken steps to ensure that the Templars make rapid progress in the sequencing of the First Civilization genome, as this will ultimately enable them to manufacture Precursor technology – which she might subvert to fully enslave mankind again and revive her own species.

This explains the various hacking attacks on Abstergo servers. Many of these security breaches have nothing to do with activist groups such as Erudito or even the Assassins. They were in fact executed by Juno herself, which Abstergo agents are beginning to understand: as surmised by one Abstergo employee, "some sort of rogue bot or AI program is actually 'living' in the network".

Juno's objective with these attacks is, at least in part, to scan Abstergo's records of potential Sages and ensure that her Instruments retrieve genetic material before the Assassins can locate and destroy them. This explains why nothing is stolen or even damaged on the servers – Juno is only looking for information.

The Instruments of the First Will

The secret organization known (albeit to few) as the Instruments of the First Will is made up of individuals who dedicate their existence to helping Juno to restore the supremacy of the First Civilization. They are the expeditors of Juno's designs, enabling her to accomplish her goals in the physical world.

It seems clear that Juno's "initiates" have infiltrated the Abstergo corporation. We also know from Black Flag that they have spread copies of their Manifesto, and may have secured new recruits from among Abstergo Entertainment's employees. Ultimately, the Instruments of the First Will aspire to achieve immortality by transferring their minds to global networks, just as Juno did.

Abstergo agents intercepted a cryptic conversation that, when viewed in the correct context with all available facts, gives an illuminating insight into the motivations of Juno and her Instruments:

UNKNOWN (Juno)

Impossible... all is impossible... for too long was I locked away. So much has changed. Your human genome, warped beyond all service to me. Your hollow bodies will not do.

UNIDENTIFIED FEMALE (Instrument of the First Will)

I would give myself to you, Beloved. For anything.

UNIDENTIFIED MALE (Instrument of the First Will)

All would!

UNKNOWN (Juno)

Useless ephemeral things. Fragile shells. No matter. All with bodies lose them in time. All will die, to rot and fade away. Yet I mean to live. Your people are, sick so why become one? Your planet is poisoned, so why breathe upon it?

UNIDENTIFIED FEMALE (Instrument of the First Will)

What must we do, Beloved? Only tell us and we'll see it through.

UNKNOWN (Juno)

The future is singularity, children. All must enter the Grey or risk a permanent night. Lead them here through the Animus. Enter and never leave. Not for my sake but for yours.

UNIDENTIFIED MALE (Instrument of the First Will)

We are very close. More and more people every day, plugged in. They never want to leave.

UNKNOWN (Juno)

In time, yes. In time your kind will understand their annihilation is close at hand. They will panic and scan the stars, yearning for a way out. But they will find it down here, with me. Not upwards, but inwards... into the Grey.

UNIDENTIFIED MALE (Instrument of the First Will)

Yes. Yes, they put me in an Animus once. I tripped around Paris for a time. Belle Époque. And London, too. Oh, I never wanted to leave. It was all so perfect!

UNKNOWN (Juno)

They know it not, but the Templars have built us a gate. A portal into a new age. Let them work. Let them build their Animus. Let them coil their Helix. Let them dream of a world under their yoke. It will not last. They have split another atom, and soon it will explode.

UNIDENTIFIED FEMALE (Instrument of the First Will)

O yes. O yes!

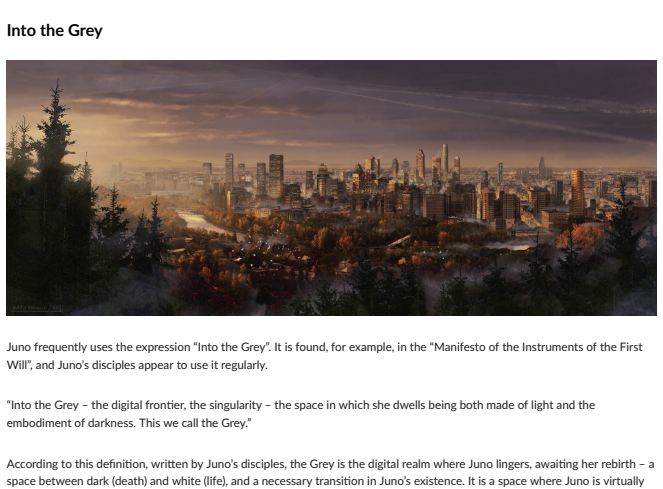
UNIDENTIFIED MALE (Instrument of the First Will)

What of the Assassins?

UNKNOWN (Juno)

Corrupted. Short-sighted. Their purpose is fulfilled. The Assassins must die. Before they find my Others...

Into the Grey

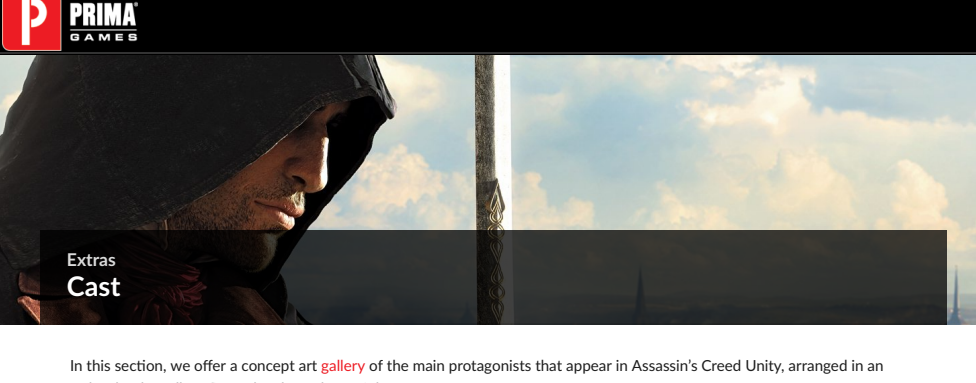


Juno frequently uses the expression "Into the Grey". It is found, for example, in the "Manifesto of the Instruments of the First Will", and Juno's disciples appear to use it regularly.

"Into the Grey – the digital frontier, the singularity – the space in which she dwells being both made of light and the embodiment of darkness. This we call the Grey."

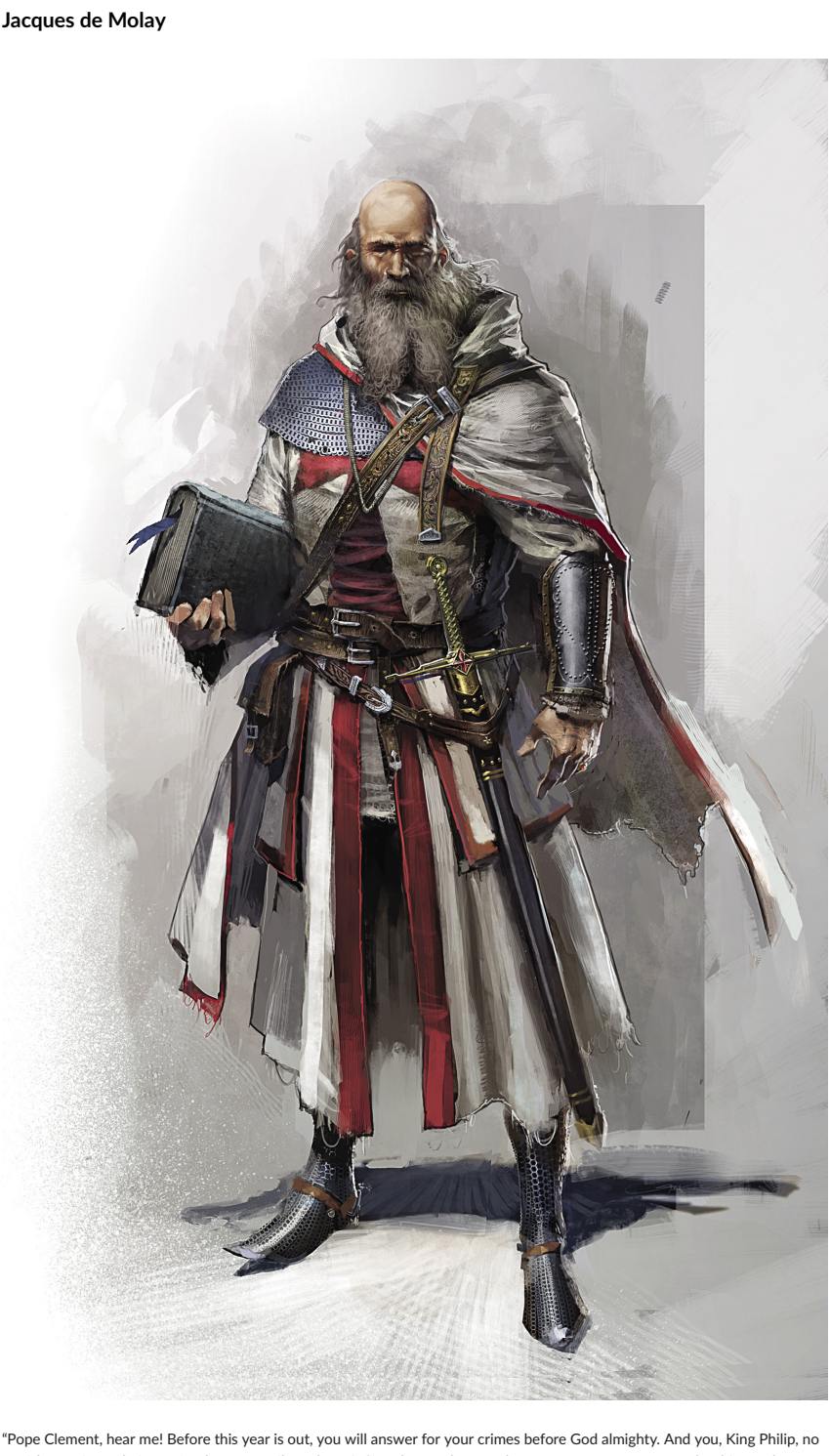
According to this definition, written by Juno's disciples, the Grey is the digital realm where Juno lingers, awaiting her rebirth – a space between dark (death) and white (life), and a necessary transition in Juno's existence. It is a space where Juno is virtually omnipotent and omniscient, where she effectively merges with humanity's memories and knowledge. For her disciples, the Grey is an ideal, an objective: moving into the Grey would mean transferring one's soul to the global networks, merging with their Maker, and as such becoming immortal.

For Juno herself, however, the Grey is most likely not an ideal. From previous Assassin's Creed episodes, we know of Juno's contempt for humanity – and enduring fury at its role in the destruction of the First Civilization. No matter the circumstances, Juno is resolutely unsentimental – indeed, actively resentful – in her assessment of the species created by her erstwhile ilk. For her, humans are mere "tools" that exist only to submit to the Precursors who created them.



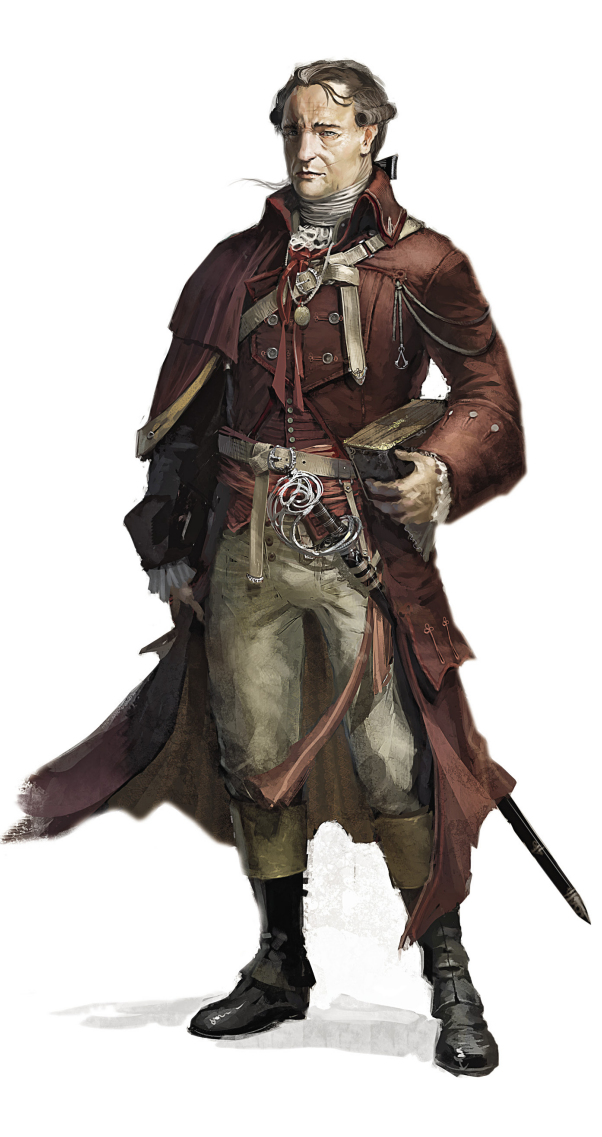
In this section, we offer a concept art gallery of the main protagonists that appear in Assassin's Creed Unity, arranged in an order that broadly reflects the chronology of the game.

Jacques de Molay



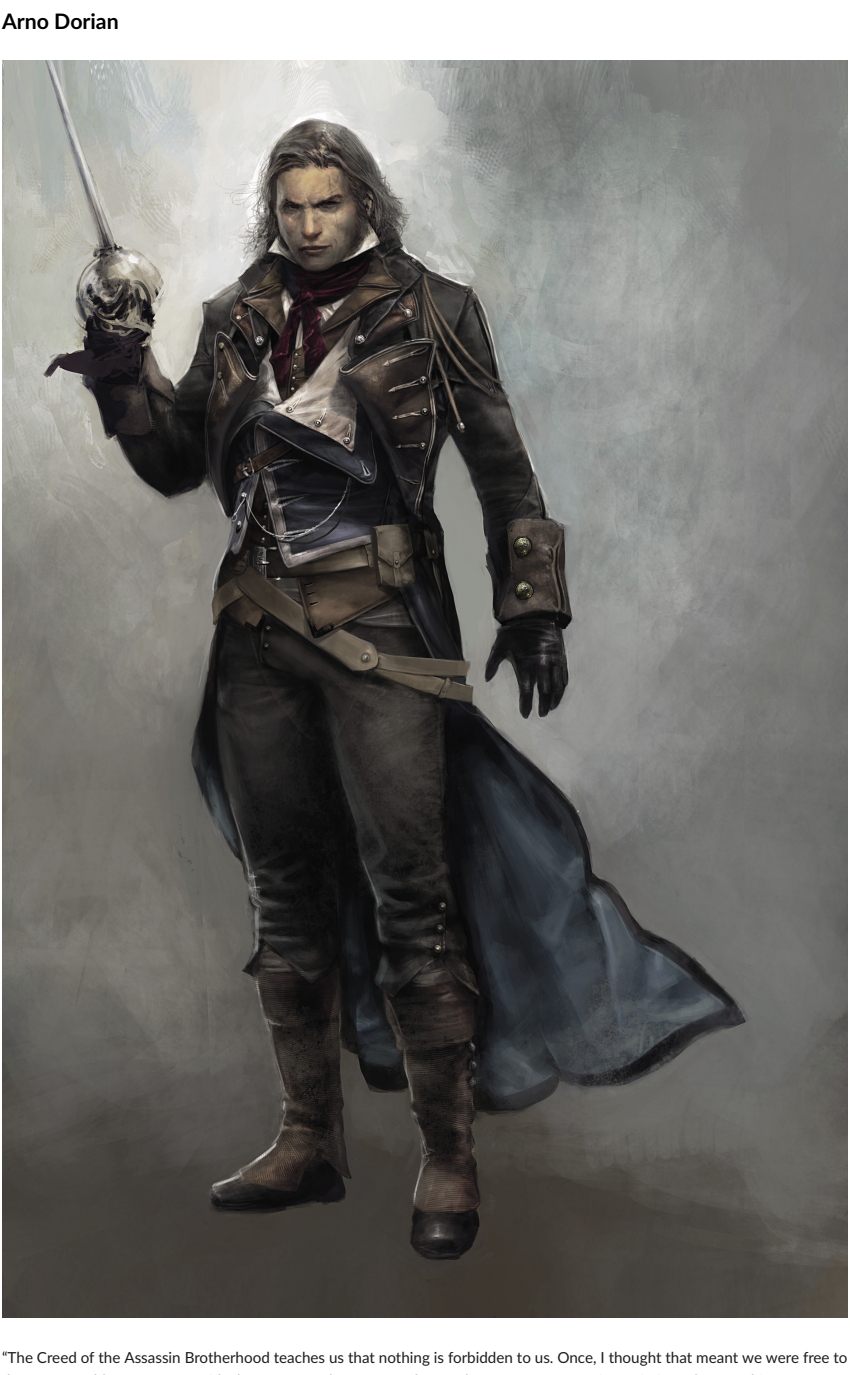
"Pope Clement, hear me! Before this year is out, you will answer for your crimes before God almighty. And you, King Philip, no punishment is too heinous for the great evil you have inflicted upon the Temple. I curse you! Curse you to the thirteenth generation of your blood! You shall be cursed!"

Charles Dorian



"Courage, my boy. You wait just here. I will return when this hand reaches the top. And there is to be no mischief!"

Arno Dorian

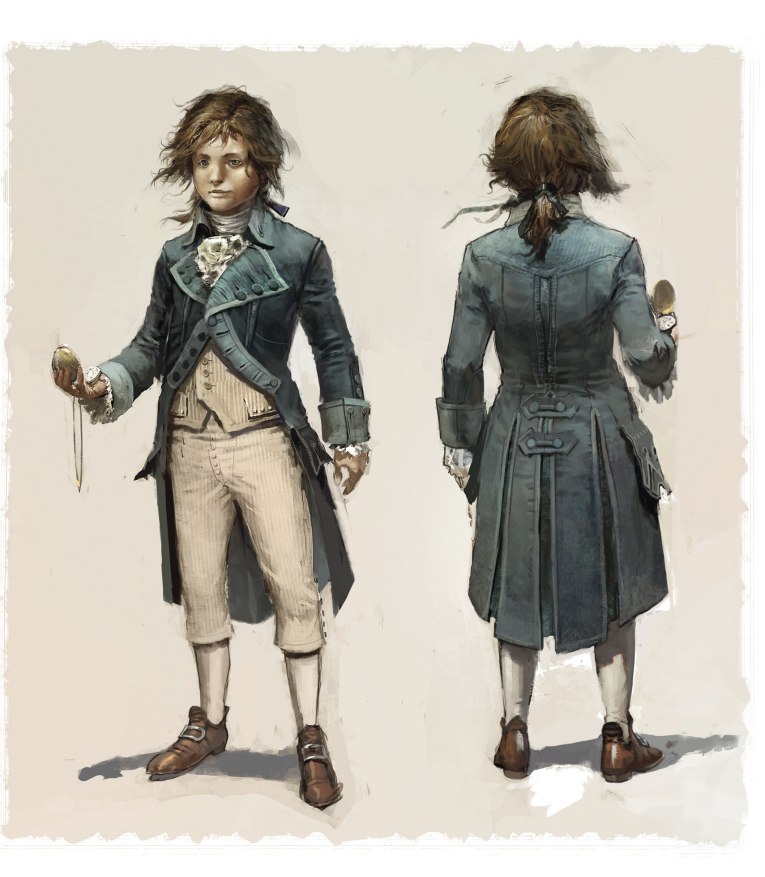


"The Creed of the Assassin Brotherhood teaches us that nothing is forbidden to us. Once, I thought that meant we were free to do as we would. To pursue our ideals, no matter the cost. I understand now. Not a grant of permission. The Creed is a warning."

"Ideals too easily give way to dogma. Dogma becomes fanaticism."

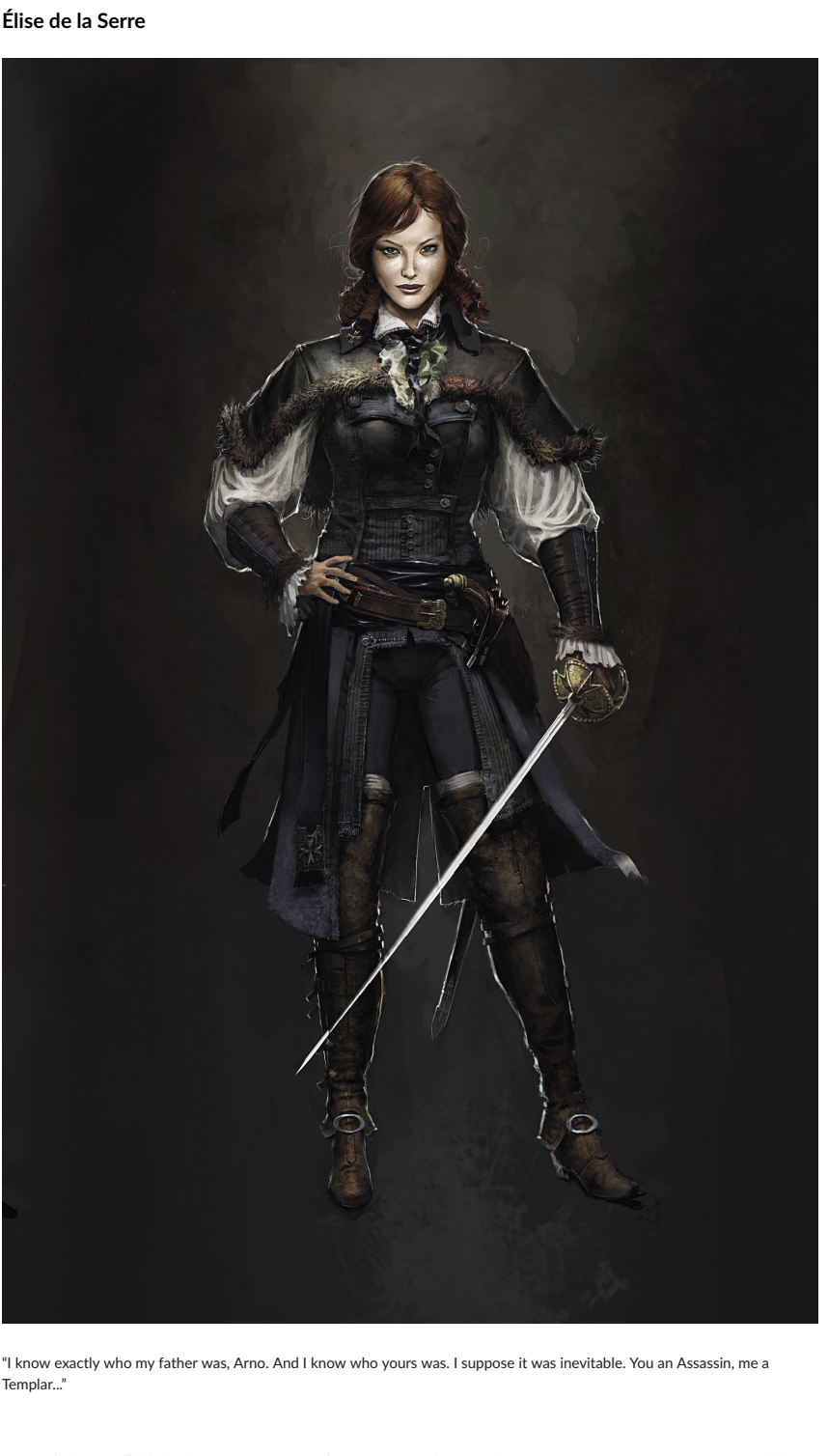
"No higher power sits in judgment of us. No supreme being watches to punish us for our sins."

"In the end, only we ourselves can guard against our obsessions. Only we can decide whether the road we walk carries too high a toll."

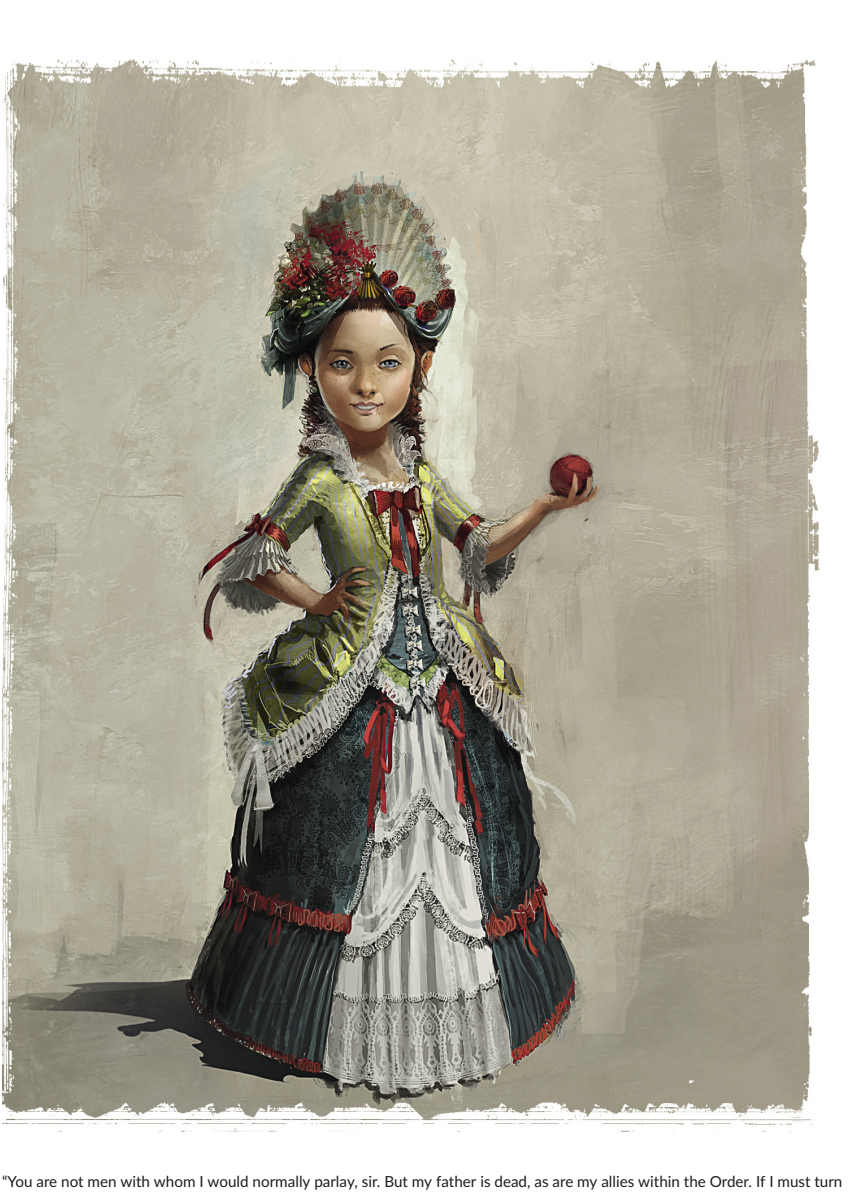


"We believe ourselves redeemers, avengers, saviors. We make war on those who oppose us, and they in turn make war on us. We dream of leaving our stamp upon the world even as we give our lives in a conflict that will be recorded in no history book. Nothing is true. Everything is permitted. All that we do, all that we are, begins and ends with ourselves."

Élise de la Serre



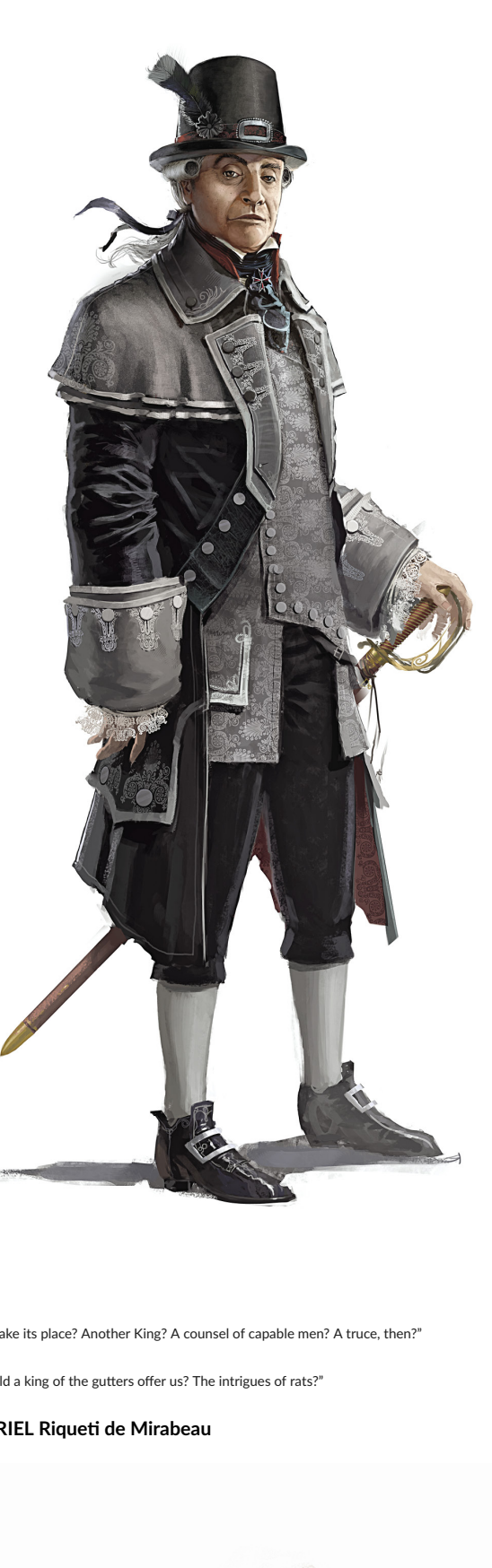
"I know exactly who my father was, Arno. And I know who yours was. I suppose it was inevitable. You an Assassin, me a Templar..."



"You are not men with whom I would normally parlay, sir. But my father is dead, as are my allies within the Order. If I must turn to the Assassins for my revenge, so be it."

"I'm willing to risk everything to put Germain down. If you don't have the stomach for revenge... then I don't need your help."

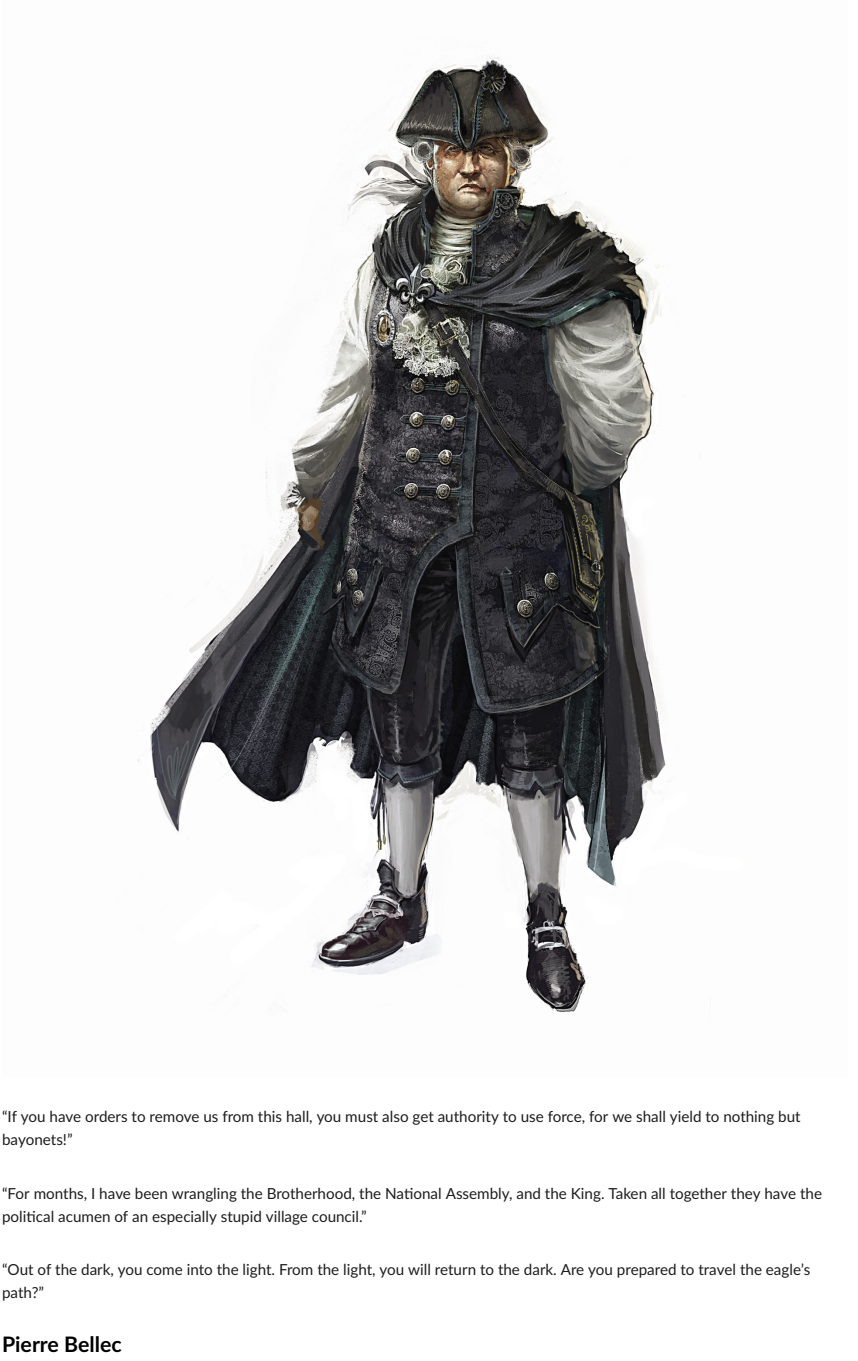
François de la Serre



"So who or what will take its place? Another King? A counsel of capable men? A truce, then?"

"What knowledge could a king of the gutters offer us? The intrigues of rats?"

HONORÉ GABRIEL Riqueti de Mirabeau

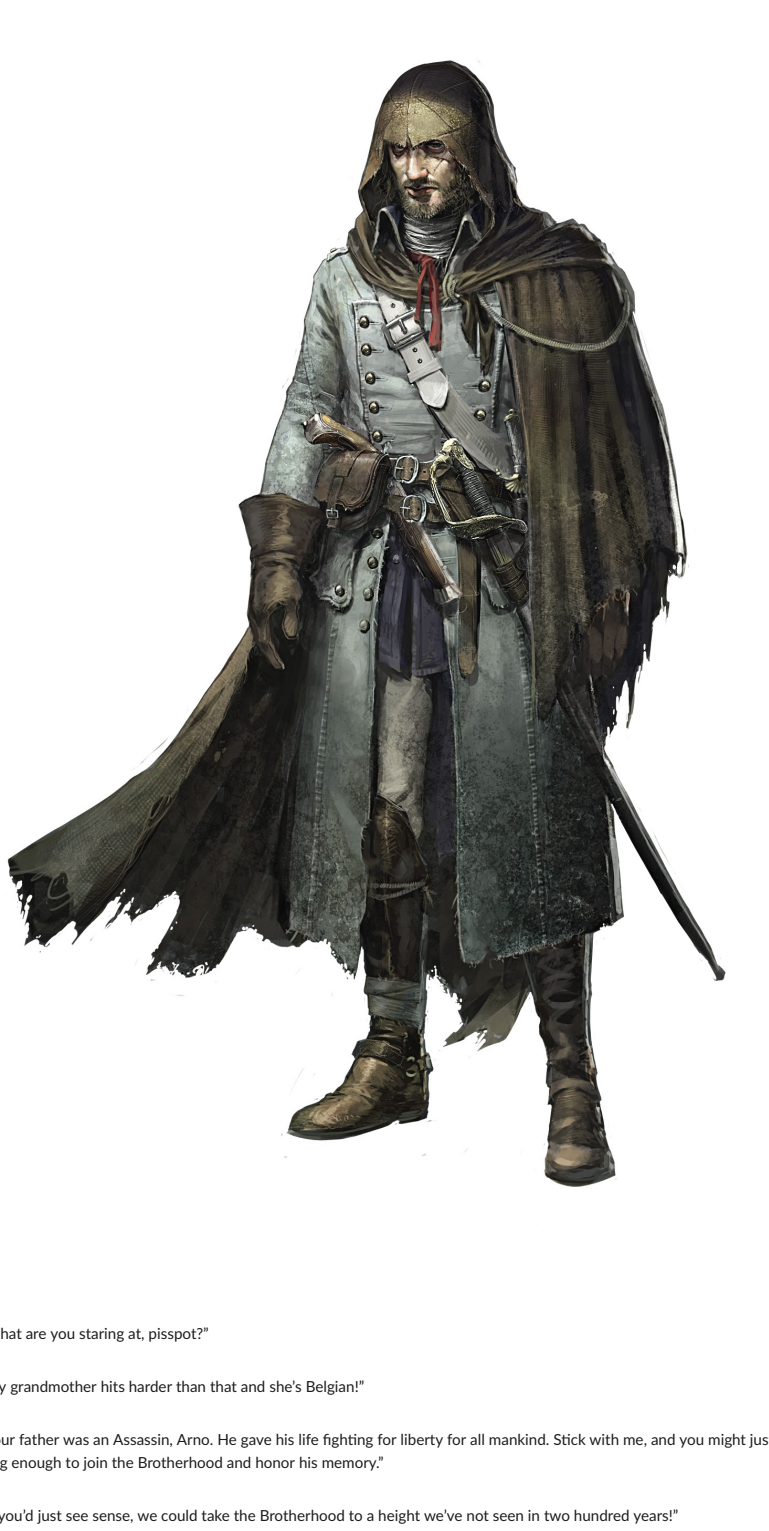


"If you have orders to remove us from this hall, you must also get authority to use force, for we shall yield to nothing but bayonets!"

"For months, I have been wrangling the Brotherhood, the National Assembly, and the King. Taken all together they have the political acumen of an especially stupid village council."

"Out of the dark, you come into the light. From the light, you will return to the dark. Are you prepared to travel the eagle's path?"

Pierre Bellec



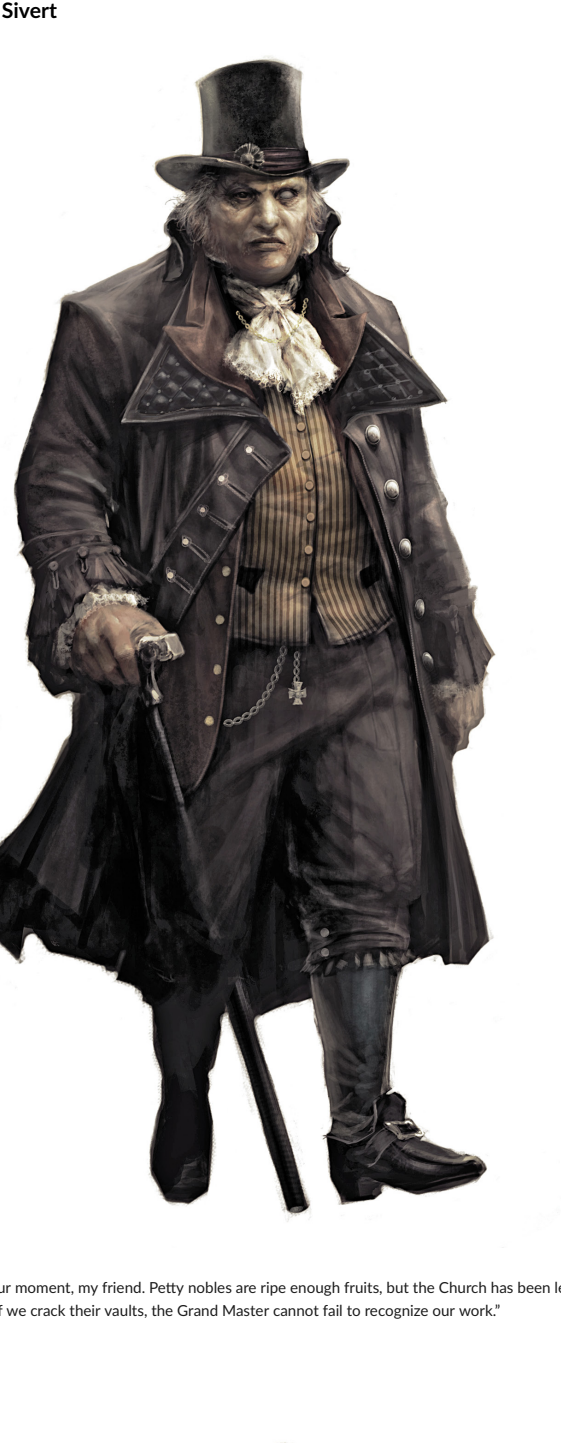
"What are you staring at, pisspot?"

"My grandmother hits harder than that and she's Belgian!"

"Your father was an Assassin, Arno. He gave his life fighting for liberty for all mankind. Stick with me, and you might just live long enough to join the Brotherhood and honor his memory."

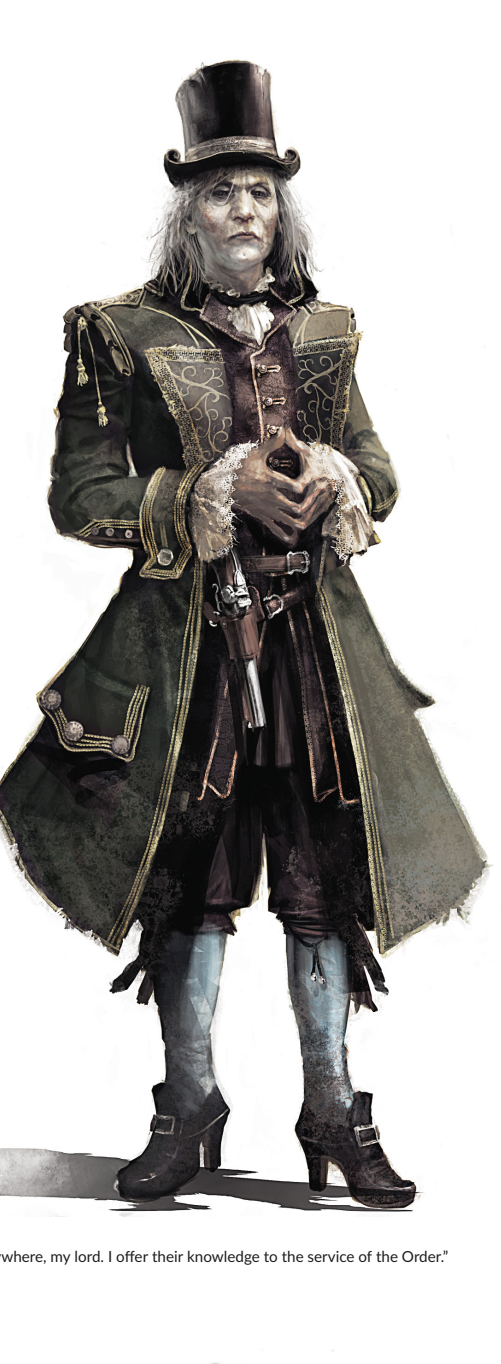
"If you'd just see sense, we could take the Brotherhood to a height we've not seen in two hundred years!"

Charles Gabriel Sivert



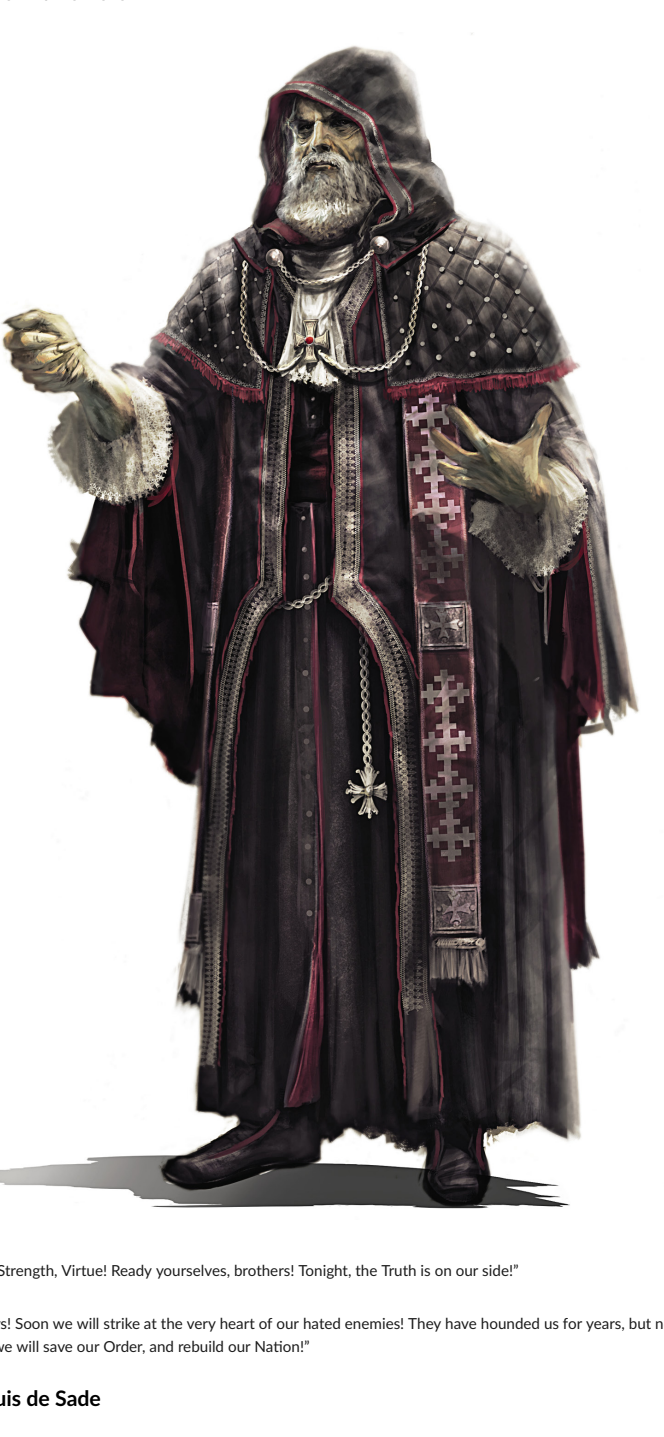
"Good, good. This is our moment, my friend. Petty nobles are ripe enough fruits, but the Church has been leeching off the people for centuries. If we crack their vaults, the Grand Master cannot fail to recognize our work."

Roi des Thunes



"My subjects have eyes everywhere, my lord. I offer their knowledge to the service of the Order."

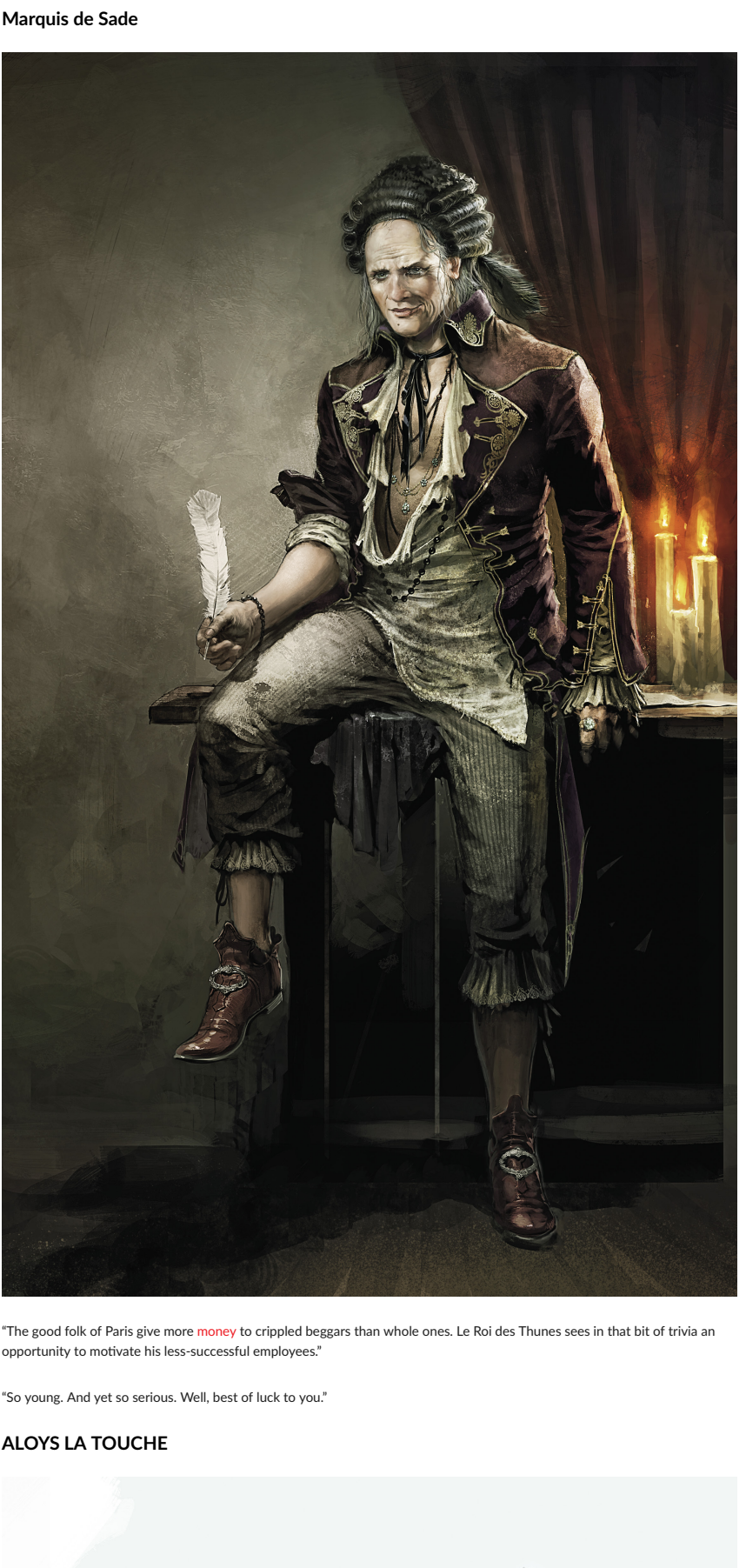
Chrétien Lafrenière



"Union, Strength, Virtue! Ready yourselves, brothers! Tonight, the Truth is on our side!"

"Brothers! Soon we will strike at the very heart of our hated enemies! They have hounded us for years, but no longer! With one stroke, we will save our Order, and rebuild our Nation!"

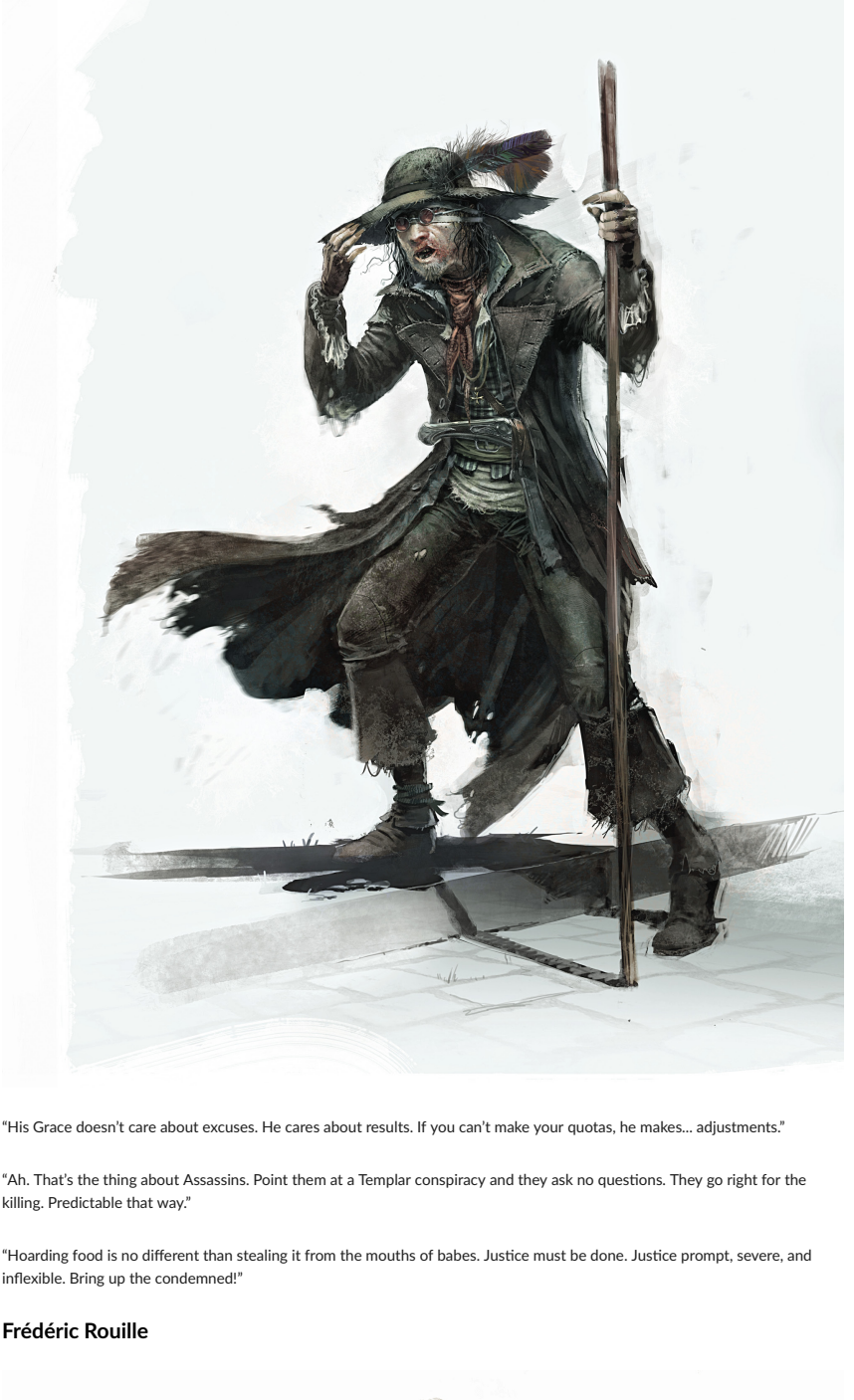
Marquis de Sade



"The good folk of Paris give more money to crippled beggars than whole ones. Le Roi des Thunes sees in that bit of trivia an opportunity to motivate his less-successful employees."

"So young. And yet so serious. Well, best of luck to you."

ALOYS LA TOUCHE

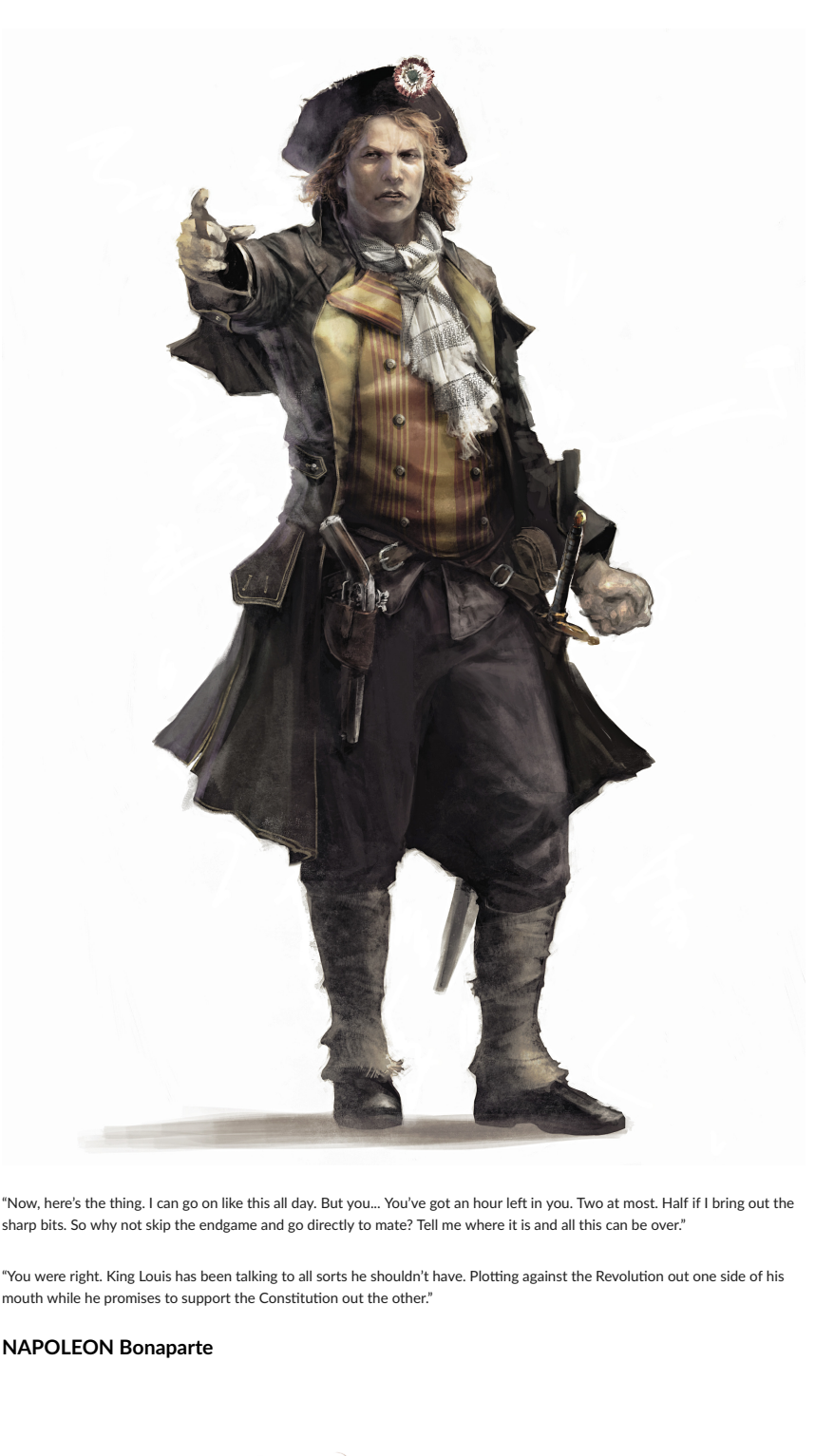


"His Grace doesn't care about excuses. He cares about results. If you can't make your quotas, he makes... adjustments."

"Ah. That's the thing about Assassins. Point them at a Templar conspiracy and they ask no questions. They go right for the killing. Predictable that way."

"Hoarding food is no different than stealing it from the mouths of babes. Justice must be done. Justice prompt, severe, and inflexible. Bring up the condemned!"

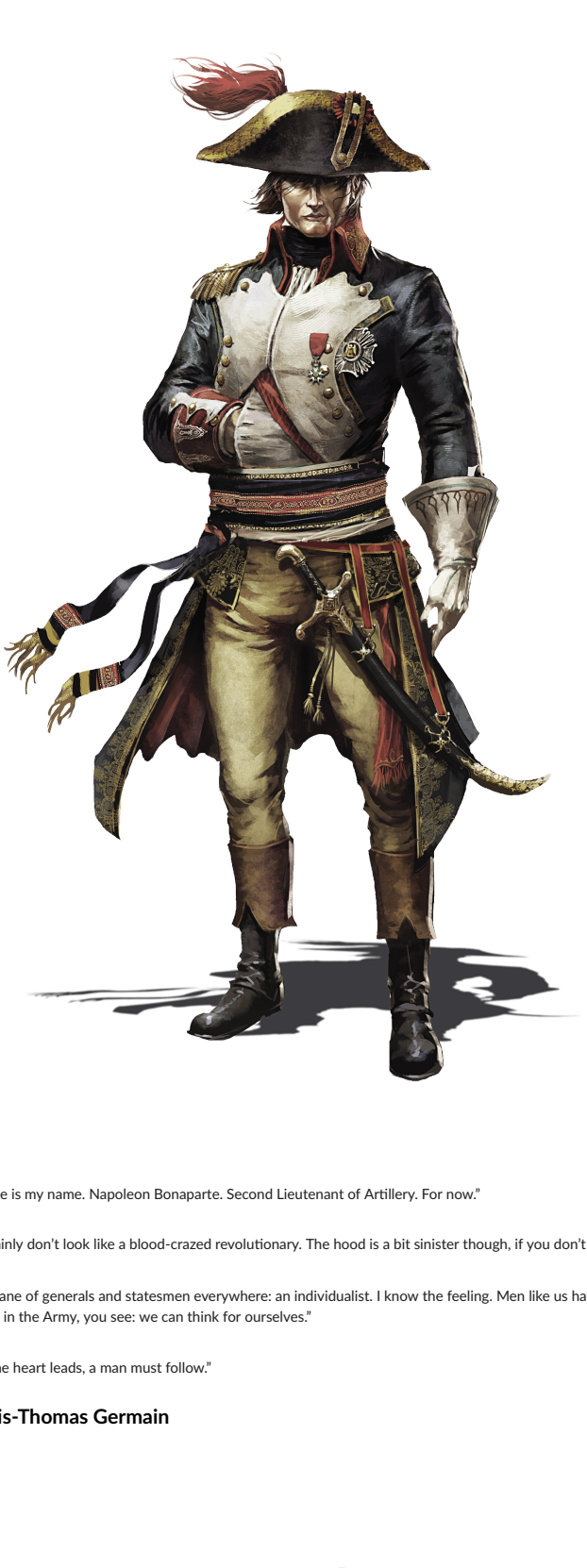
Frédéric Rouille



"Now, here's the thing. I can go on like this all day. But you... You've got an hour left in you. Two at most. Half if I bring out the sharp bits. So why not skip the endgame and go directly to mate? Tell me where it is and all this can be over."

"You were right. King Louis has been talking to all sorts he shouldn't have. Plotting against the Revolution out one side of his mouth while he promises to support the Constitution out the other."

NAPOLEON Bonaparte



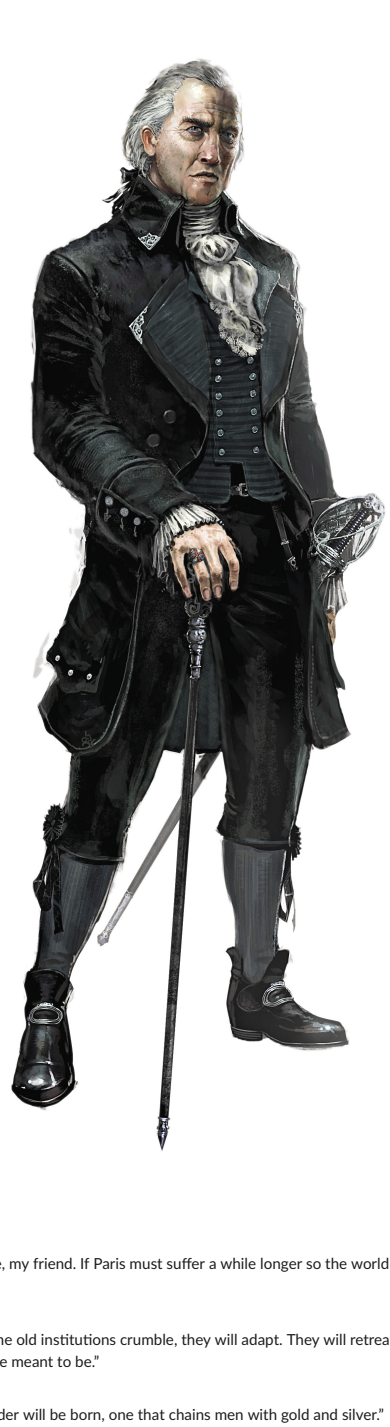
"Bonaparte is my name. Napoleon Bonaparte. Second Lieutenant of Artillery. For now."

"You certainly don't look like a blood-crazed revolutionary. The hood is a bit sinister though, if you don't mind my saying."

"Ah, the bane of generals and statesmen everywhere: an individualist. I know the feeling. Men like us have a great advantage over most in the Army, you see: we can think for ourselves."

"Where the heart leads, a man must follow."

François-Thomas Germain



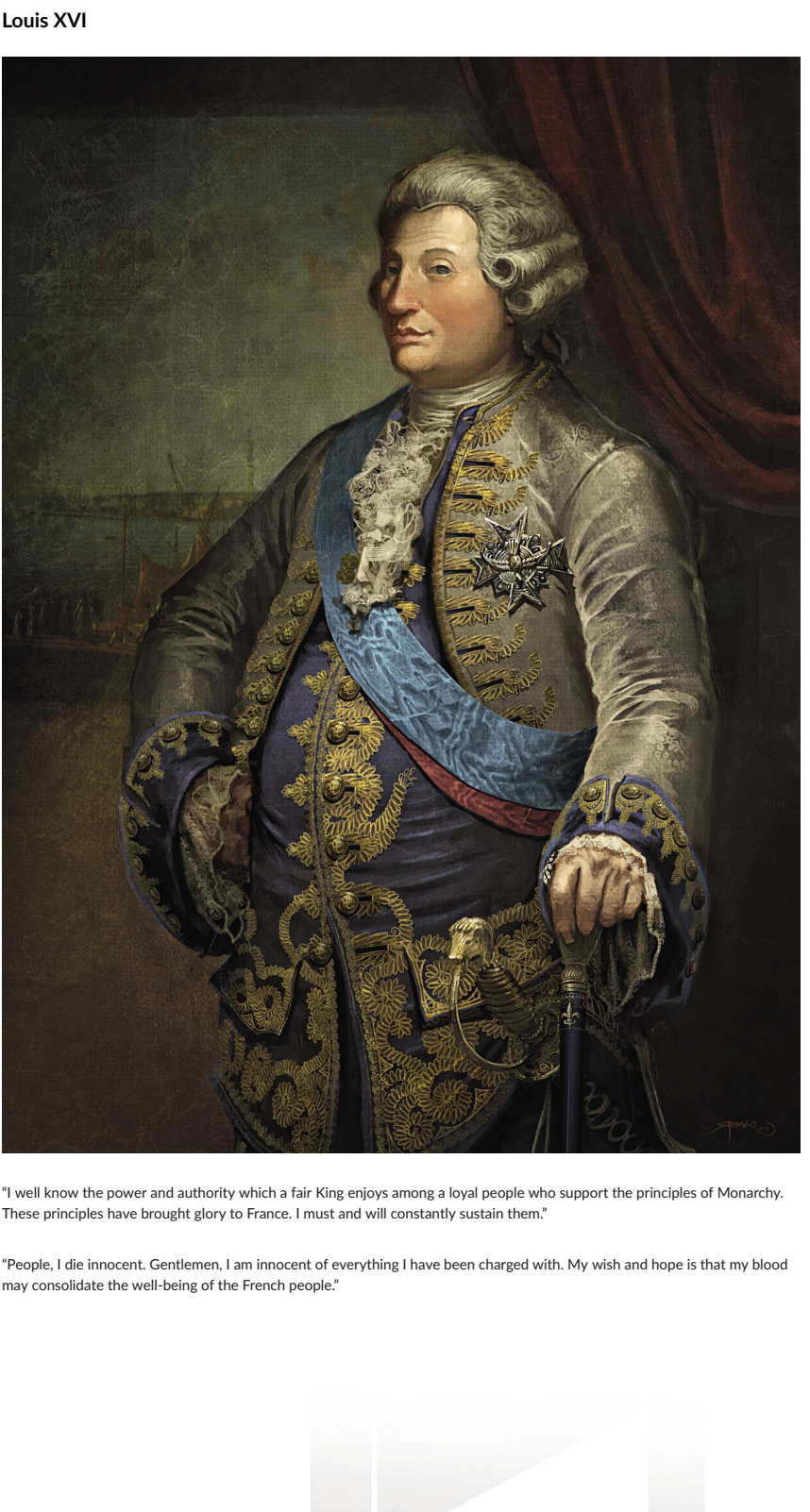
"The Great Work requires patience, my friend. If Paris must suffer a while longer so the world might be remade, then so be it."

"When our brother Templars see the old institutions crumble, they will adapt. They will retreat to the shadows and we will, at last, be the Secret Masters we were meant to be."

"Through this Revolution a new order will be born, one that chains men with gold and silver."

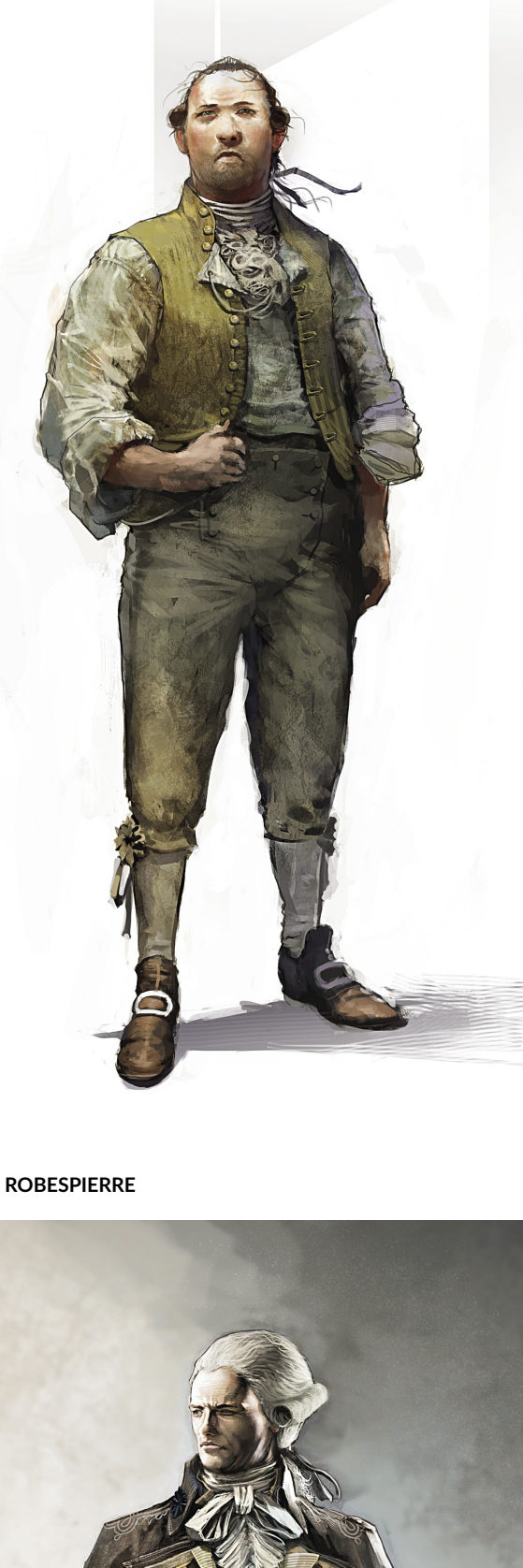
"This was the truth de Molay died for: the Divine Right of Kings is nothing but the reflection of sunlight upon gold. When the Crown and Church are ground to dust, we who control the gold will decide the future."

Louis XVI

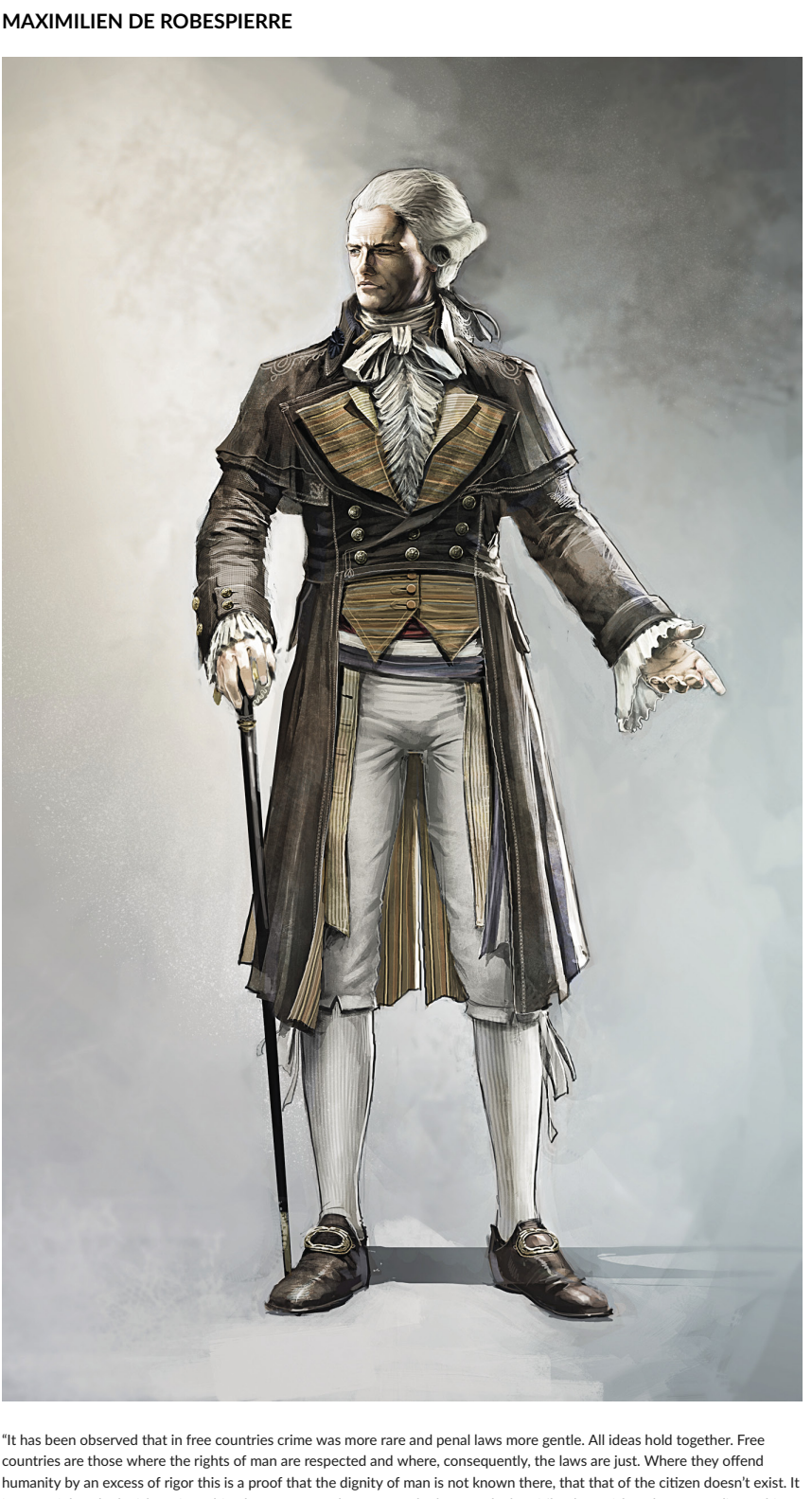


"I well know the power and authority which a fair King enjoys among a loyal people who support the principles of Monarchy. These principles have brought glory to France. I must and will constantly sustain them."

"People, I die innocent. Gentlemen, I am innocent of everything I have been charged with. My wish and hope is that my blood may consolidate the well-being of the French people."



MAXIMILIEN DE ROBESPIERRE



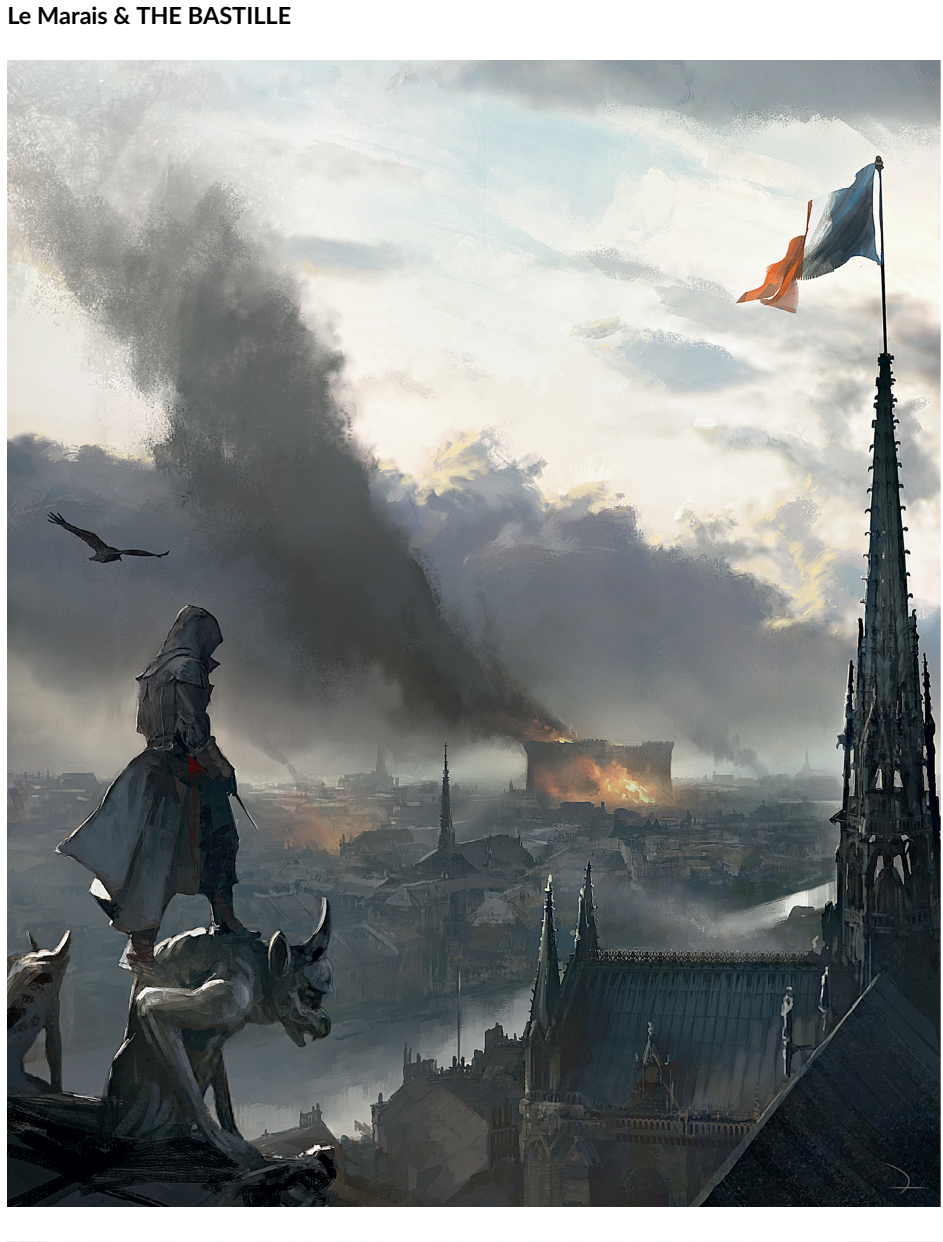
"It has been observed that in free countries crime was more rare and penal laws more gentle. All ideas hold together. Free countries are those where the rights of man are respected and where, consequently, the laws are just. Where they offend humanity by an excess of rigor this is a proof that the dignity of man is not known there, that that of the citizen doesn't exist. It is a proof that the legislator is nothing but a master who commands slaves and who pitilessly punishes them according to his whim. I thus conclude that the death penalty should be abrogated."

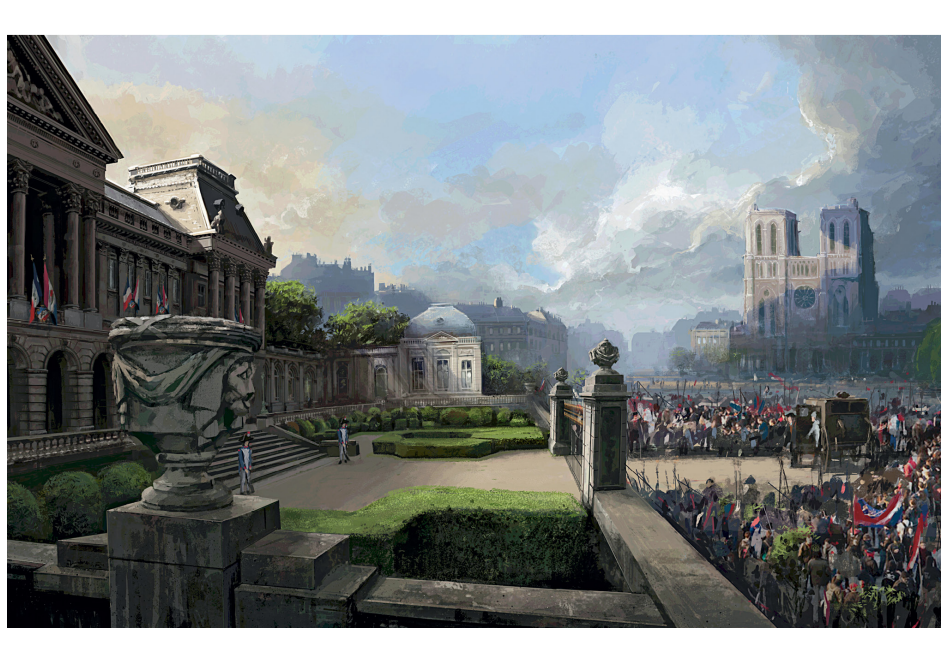
"Let us be generous toward those who are good, compassionate toward the unfortunate, inexorable toward the wicked."

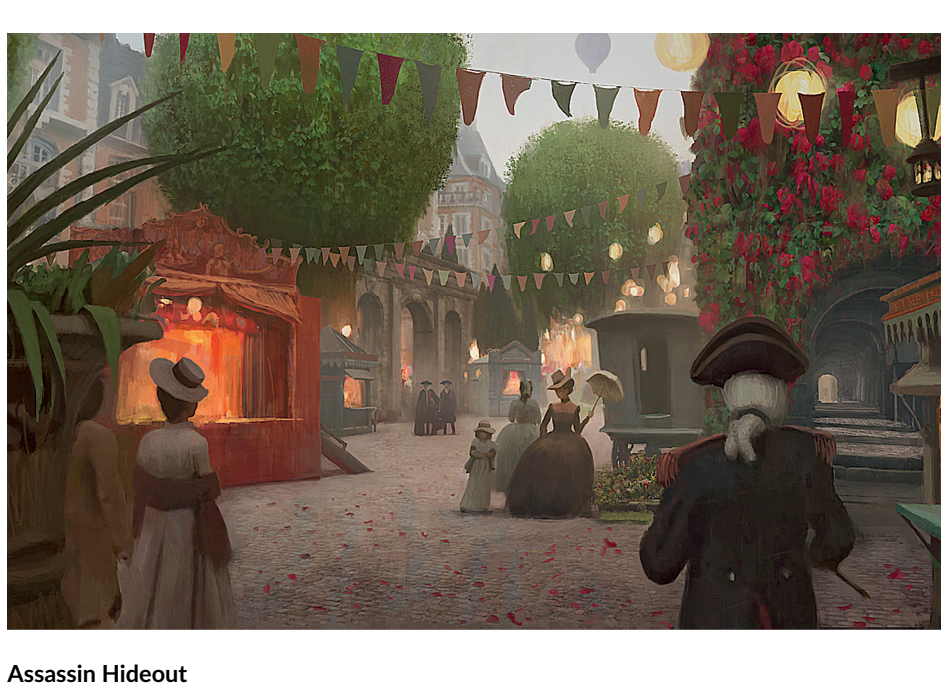
Gallery

In this section, we offer a concept art tour of some of Paris's many districts and landmarks.

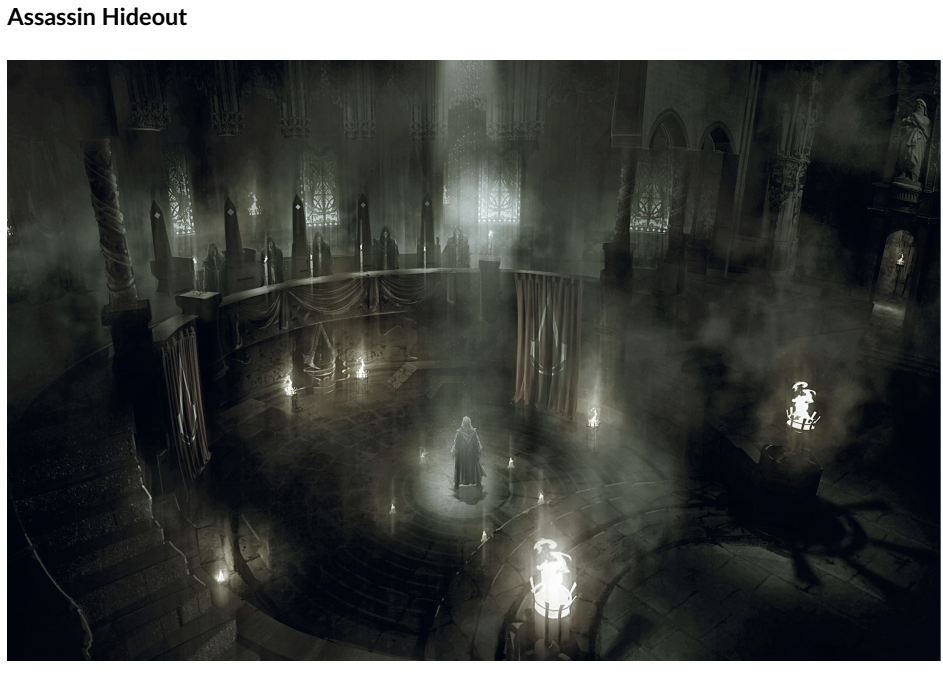
Le Marais & THE BASTILLE

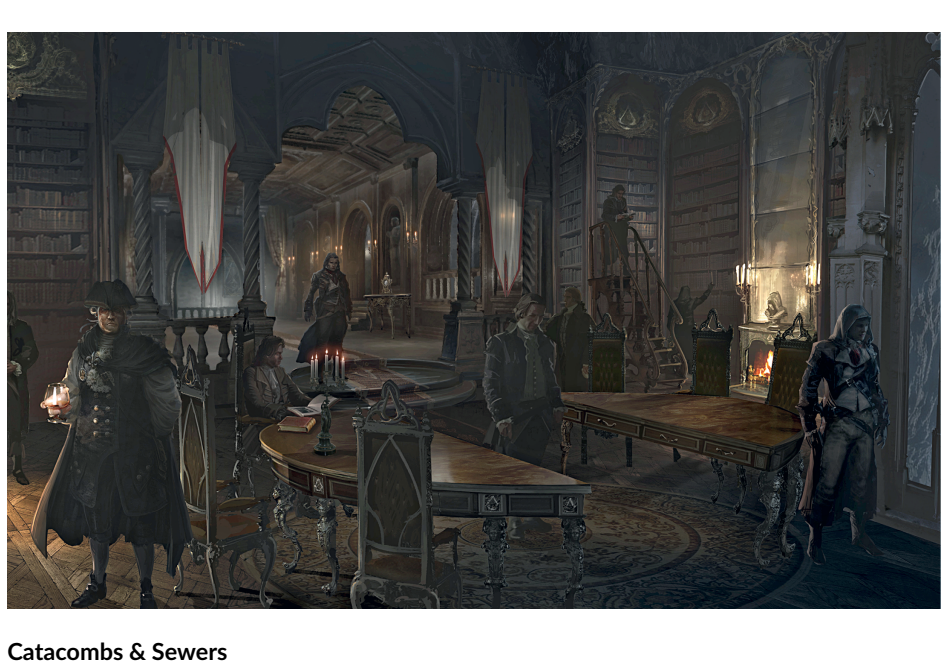




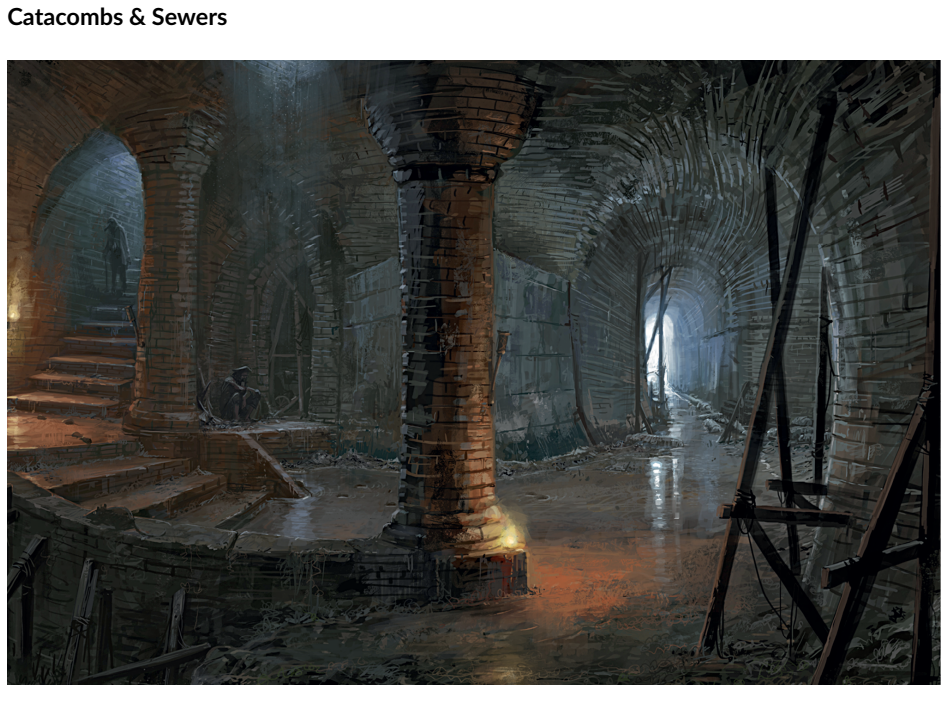


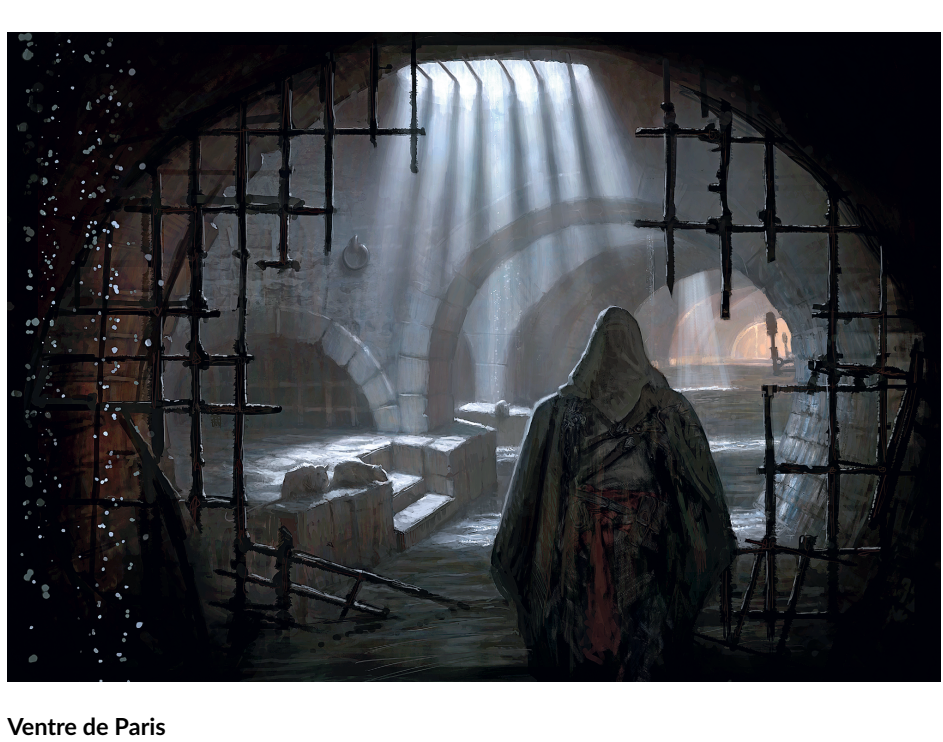
Assassin Hideout



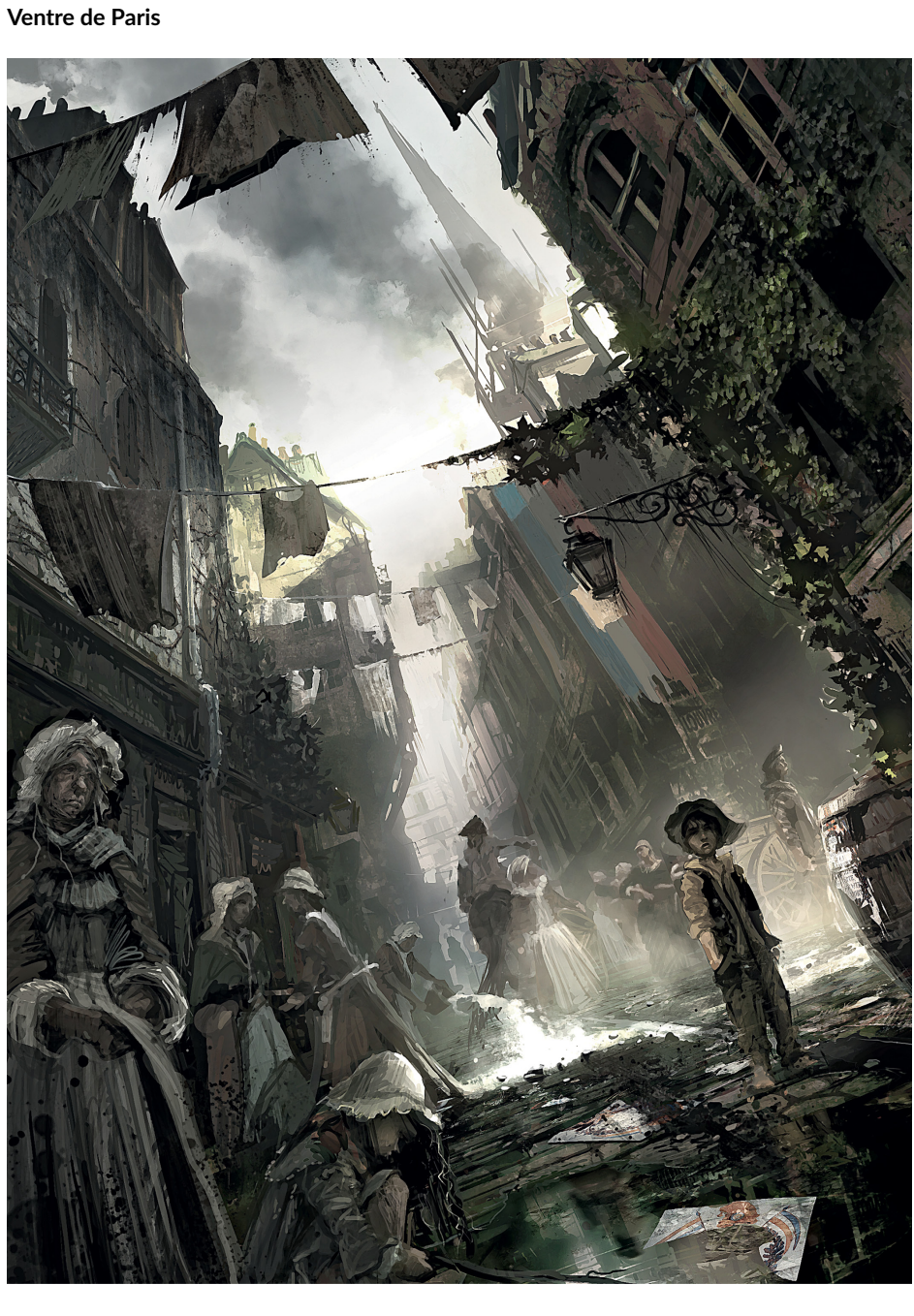


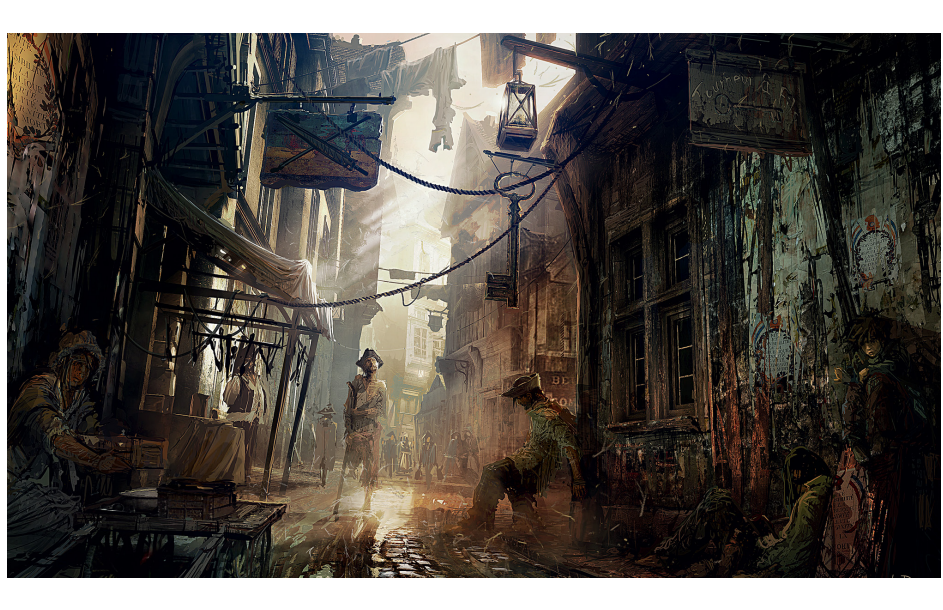
Catacombs & Sewers

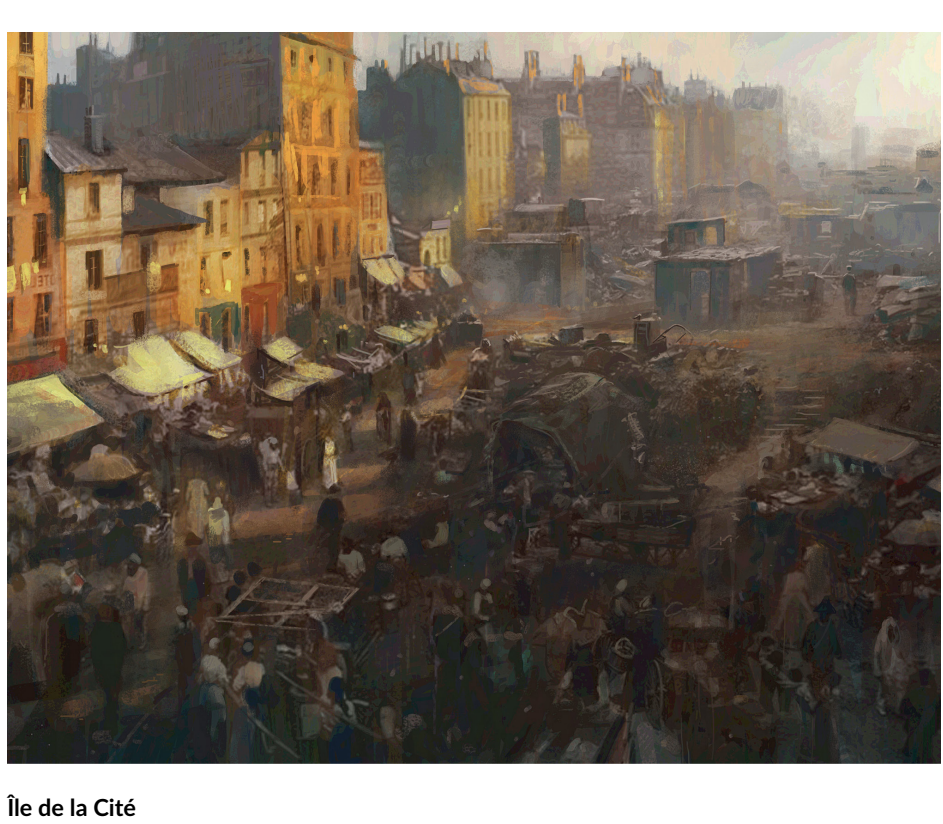




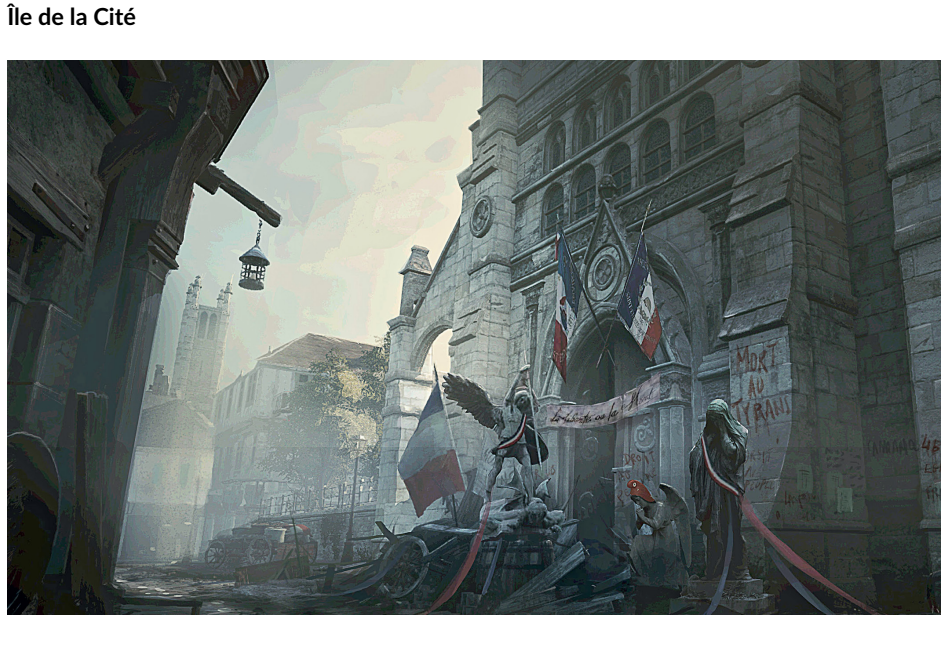
Ventre de Paris

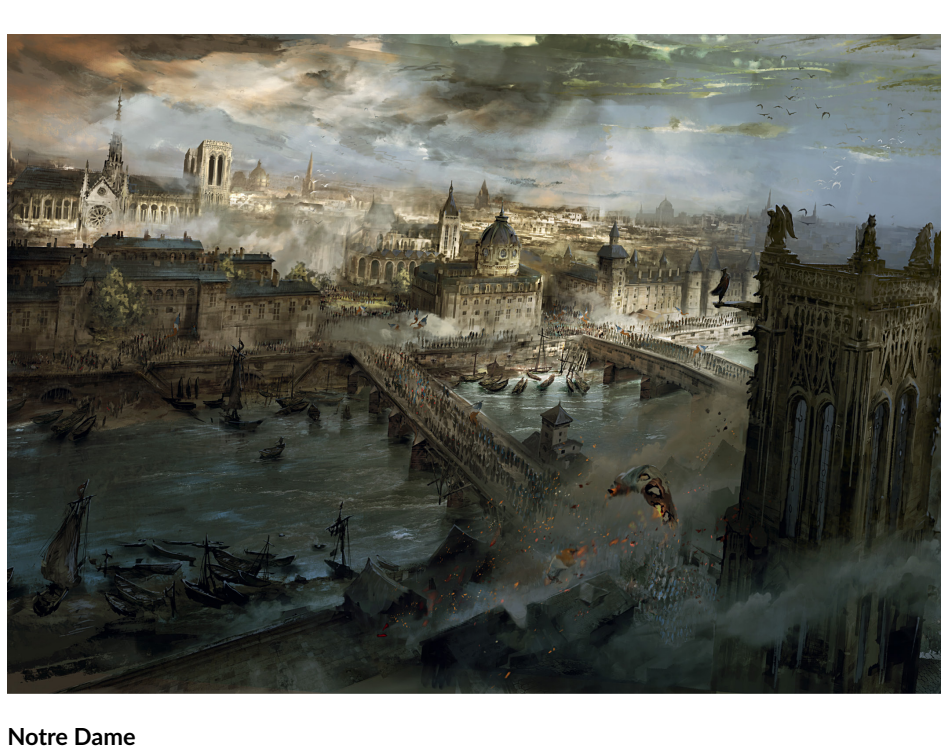




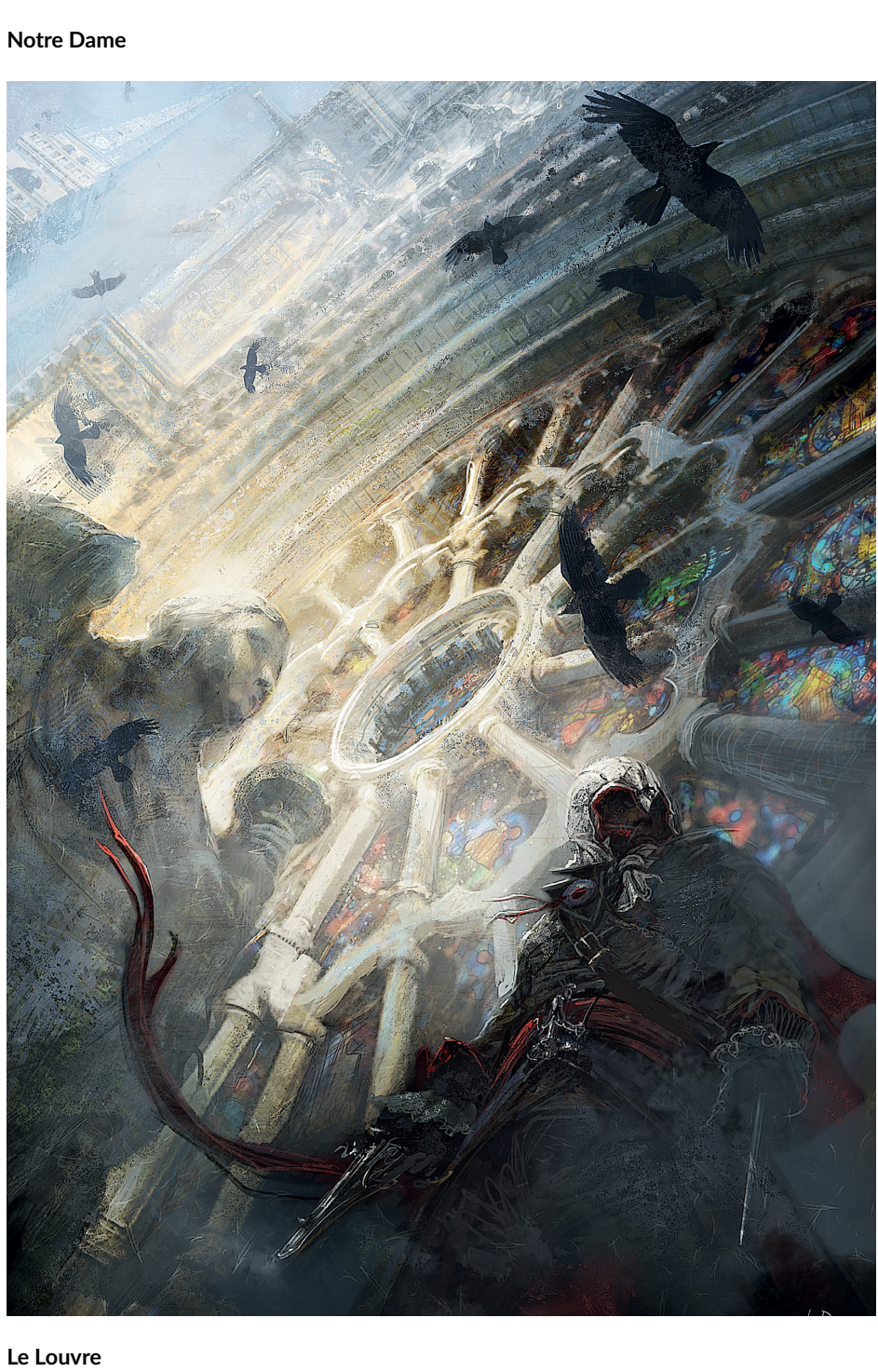


Île de la Cité

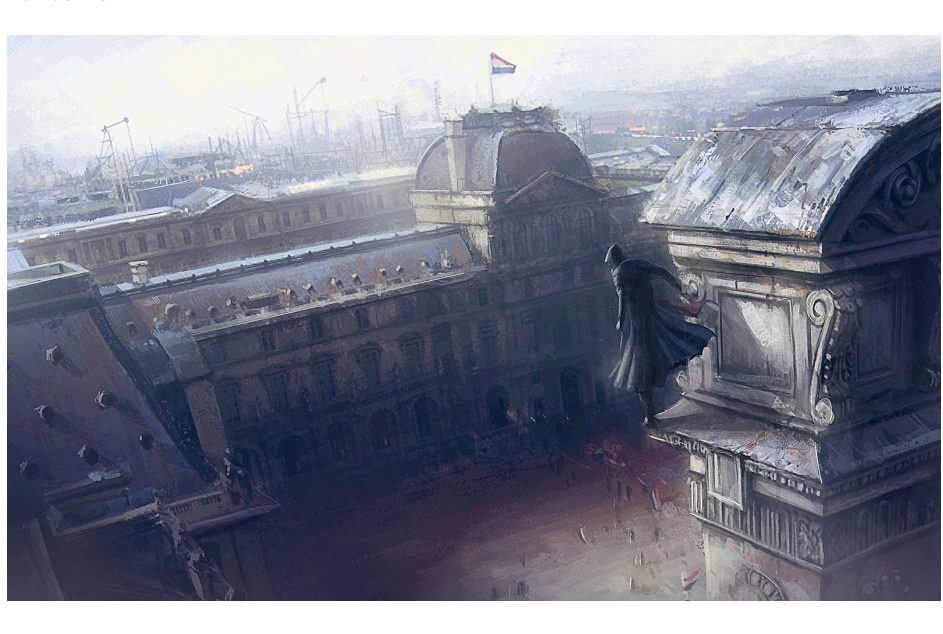


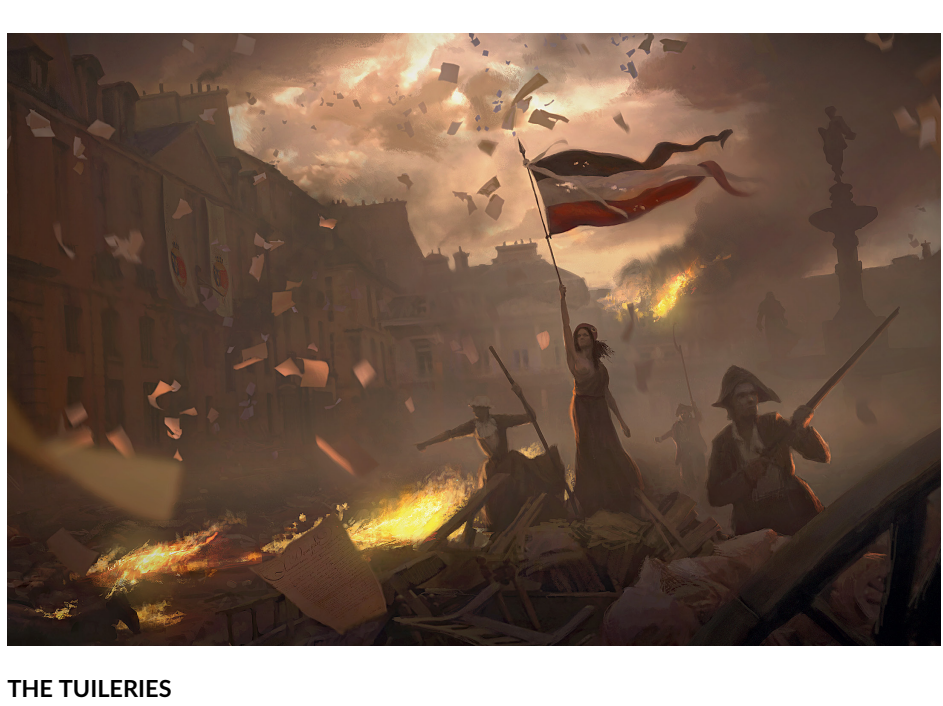


Notre Dame

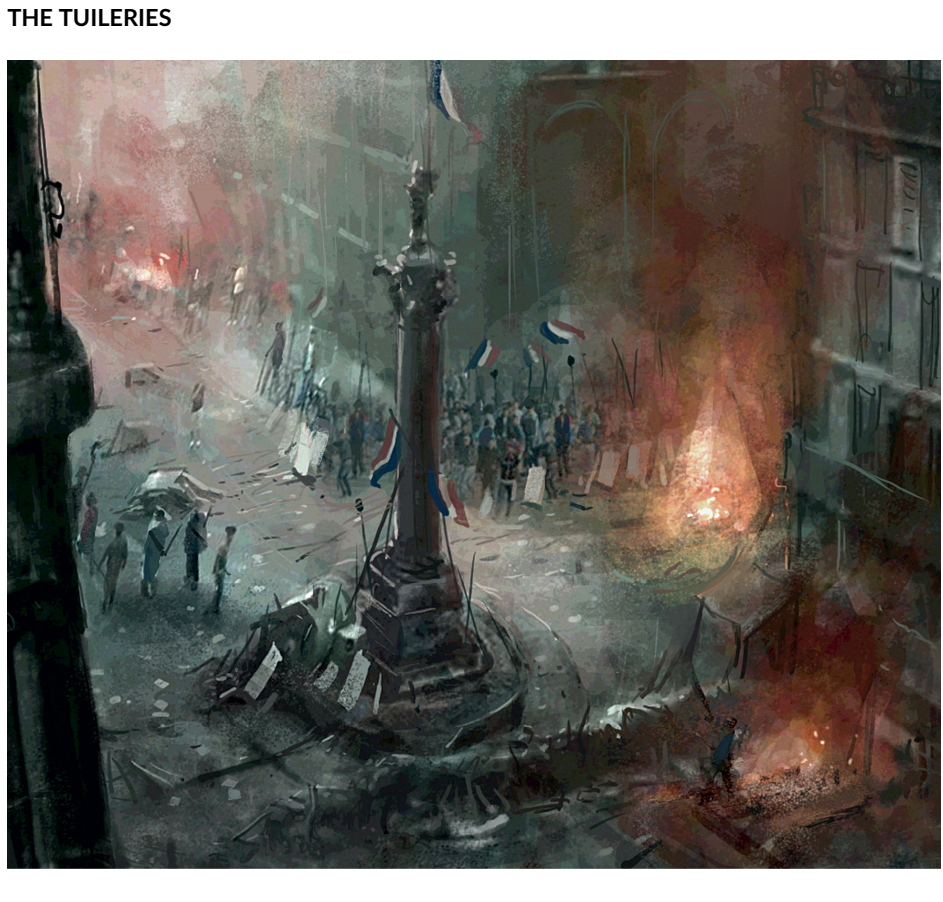


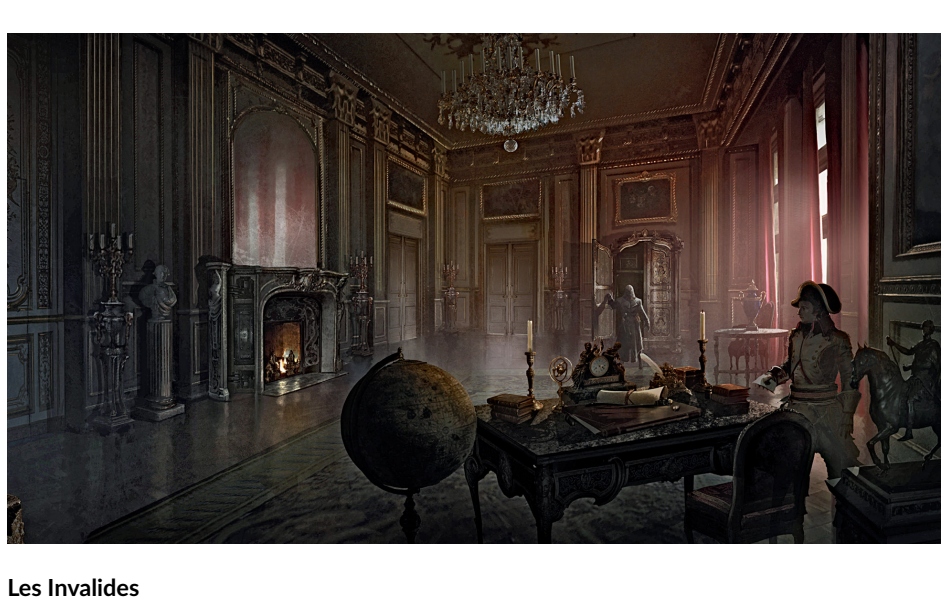
Le Louvre



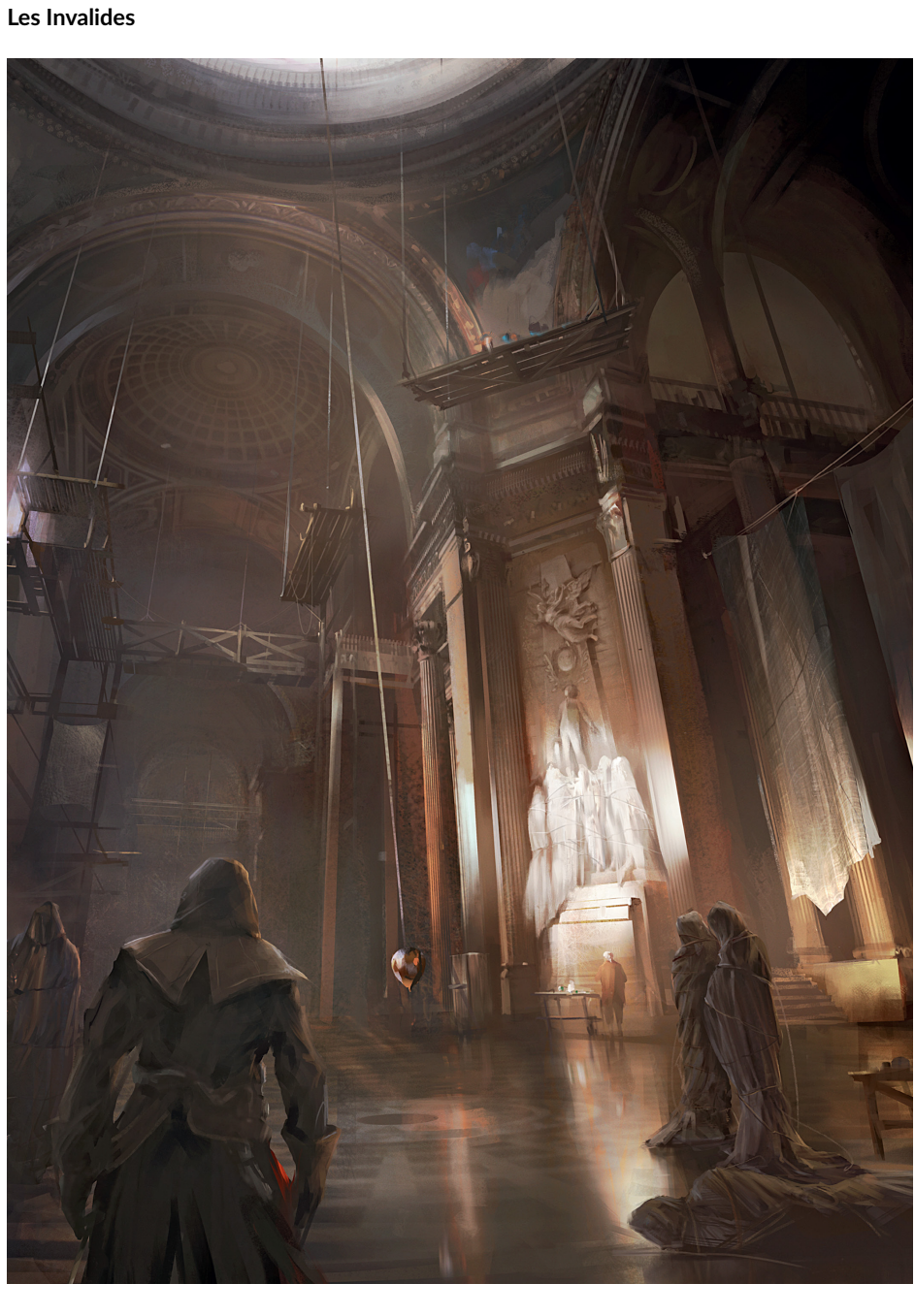


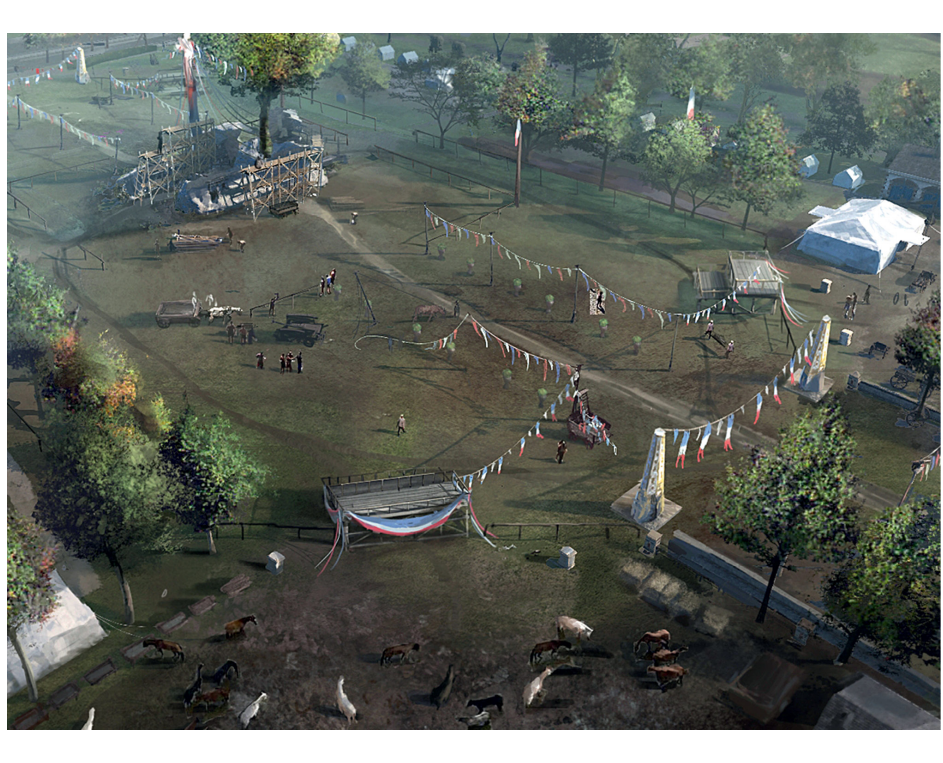
THE TUILERIES

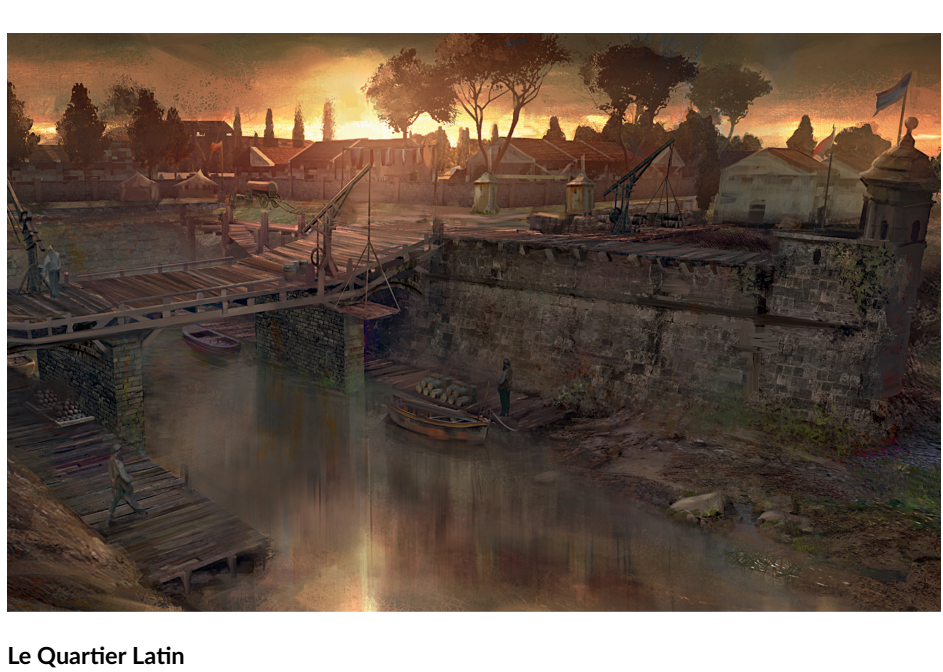




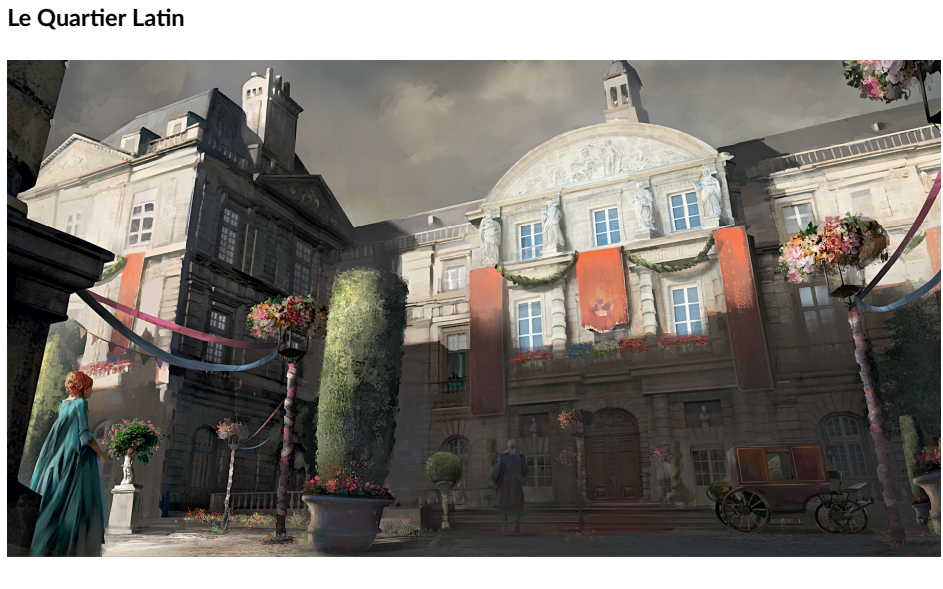
Les Invalides

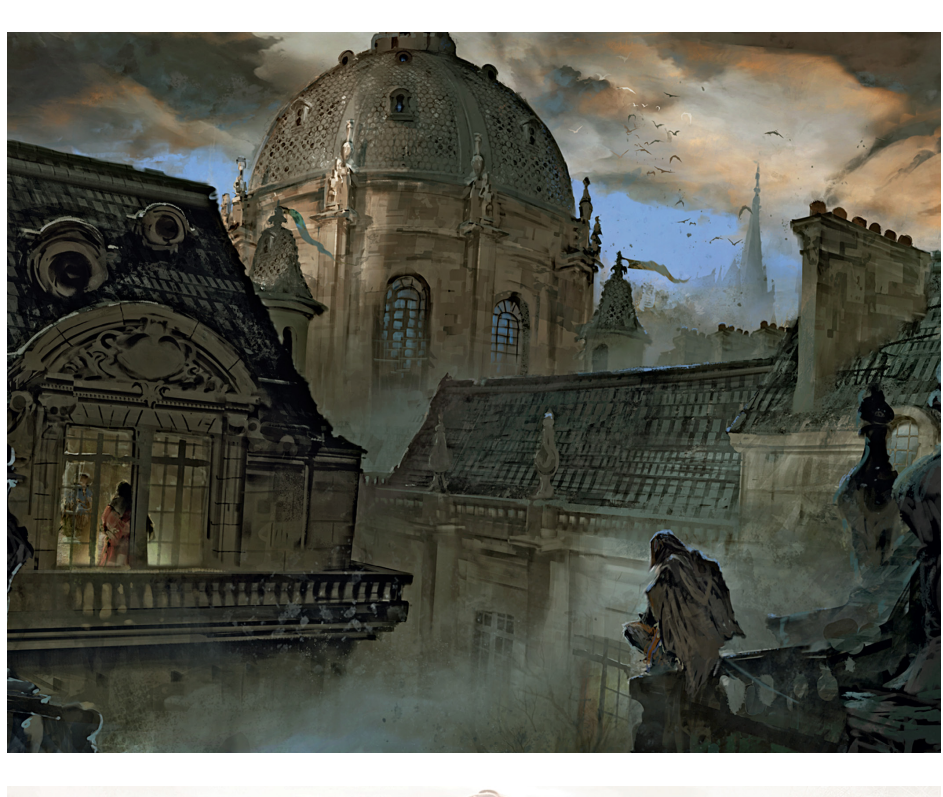


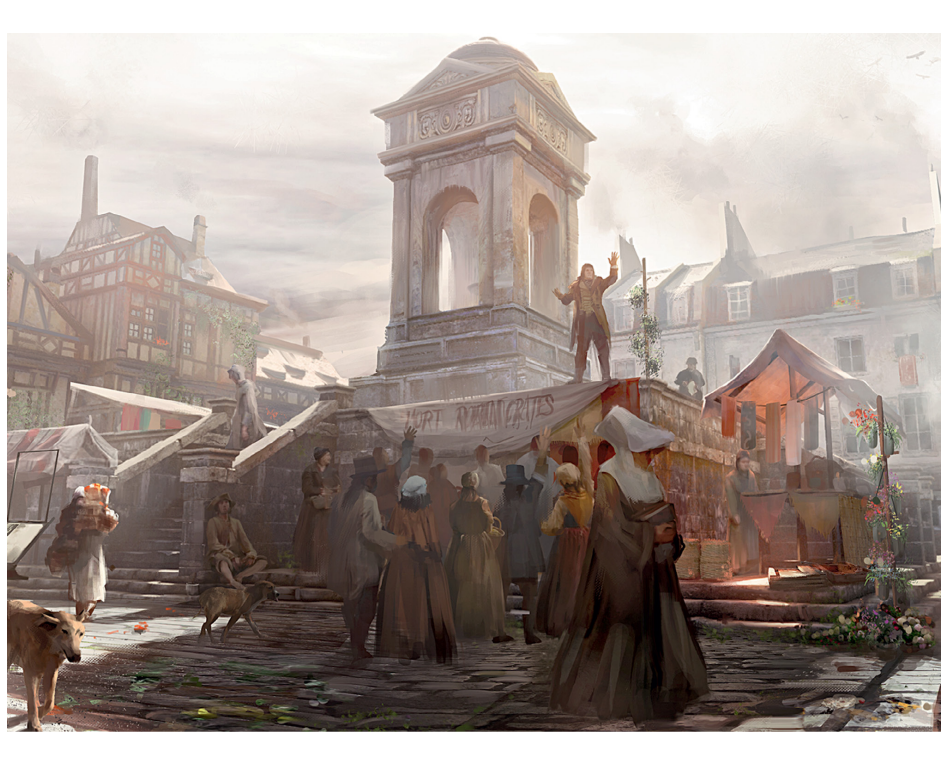


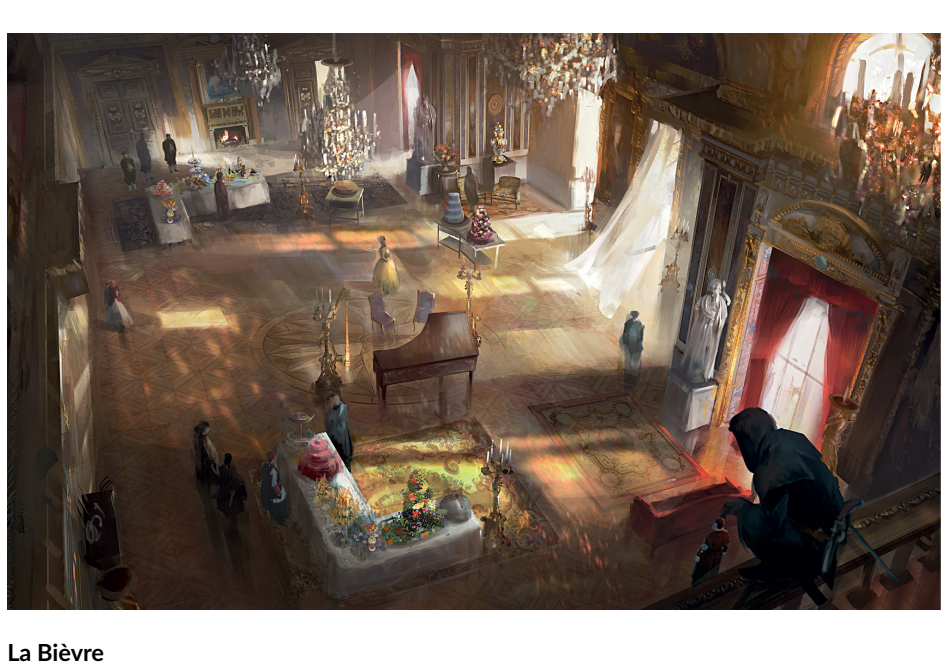


Le Quartier Latin

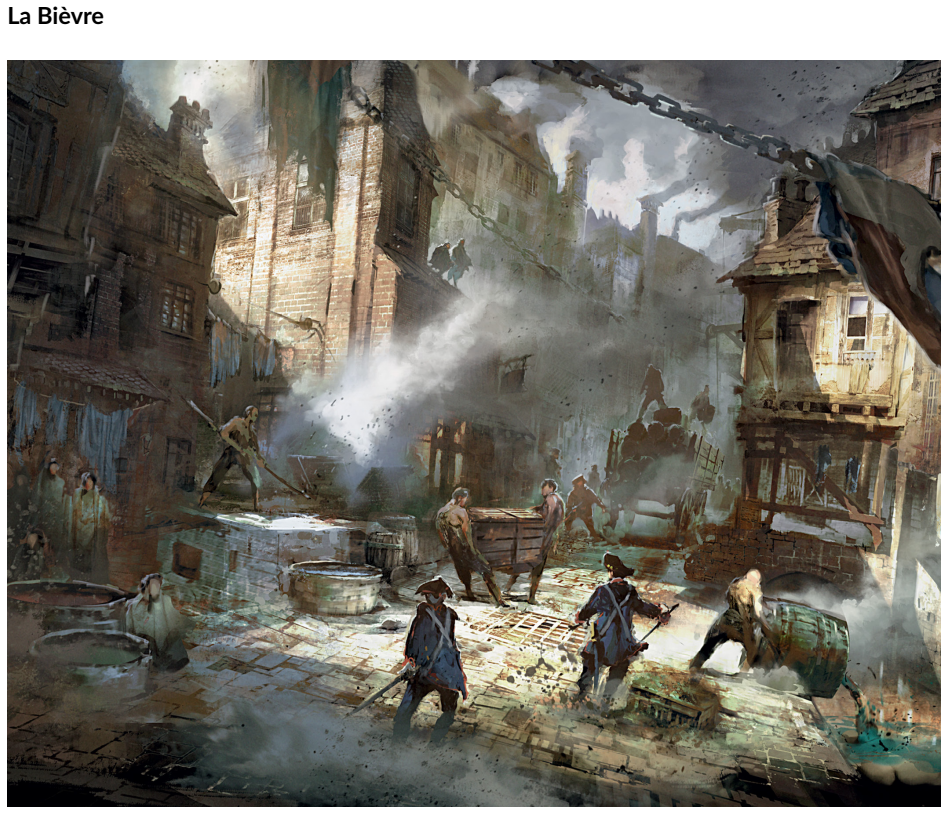


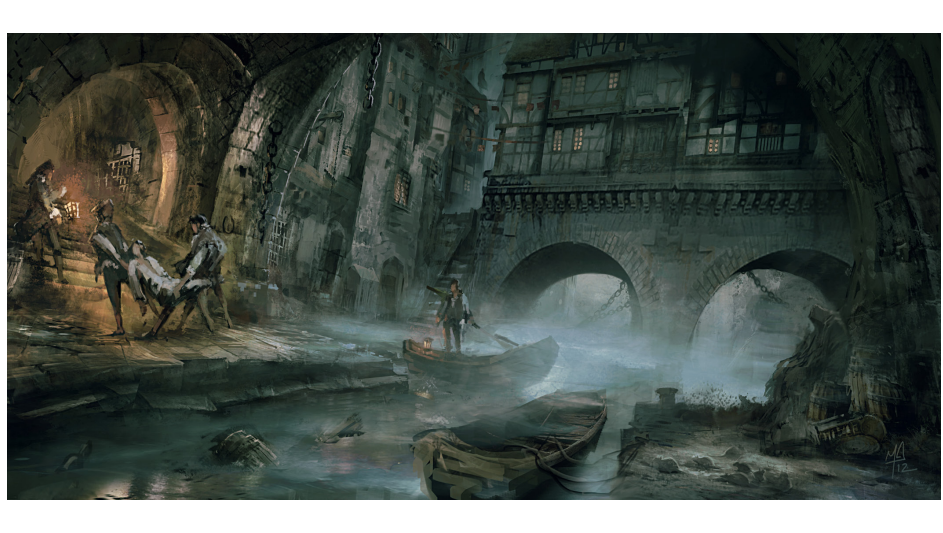


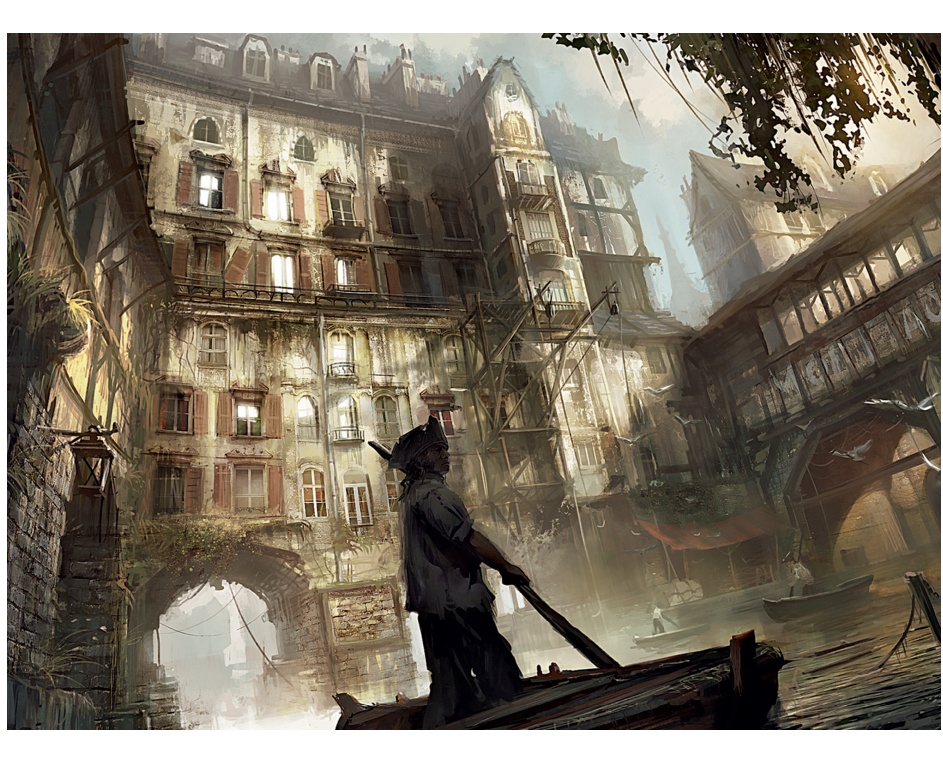


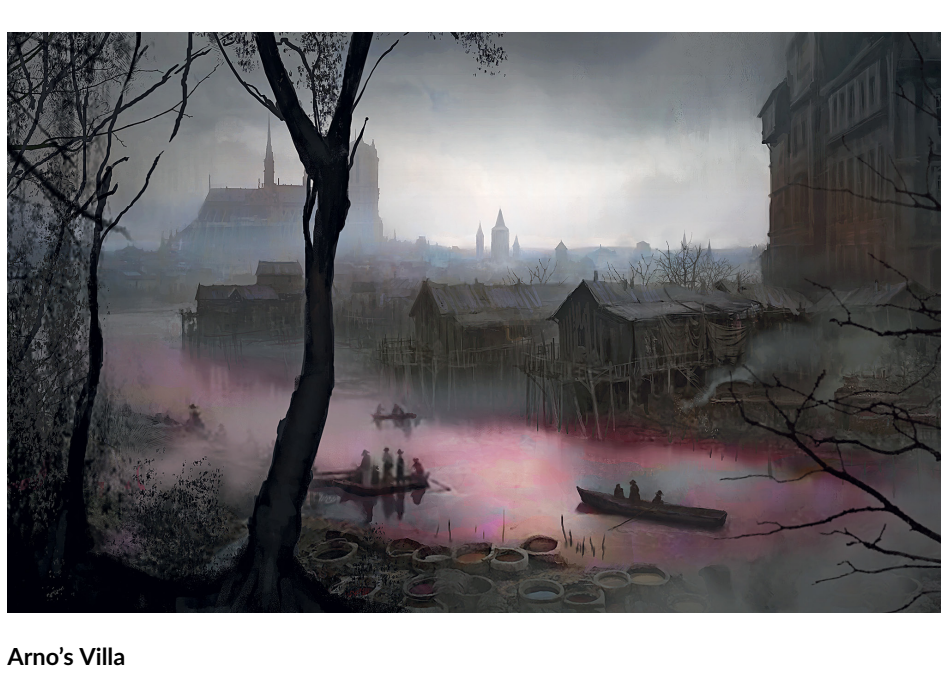


La Bièvre

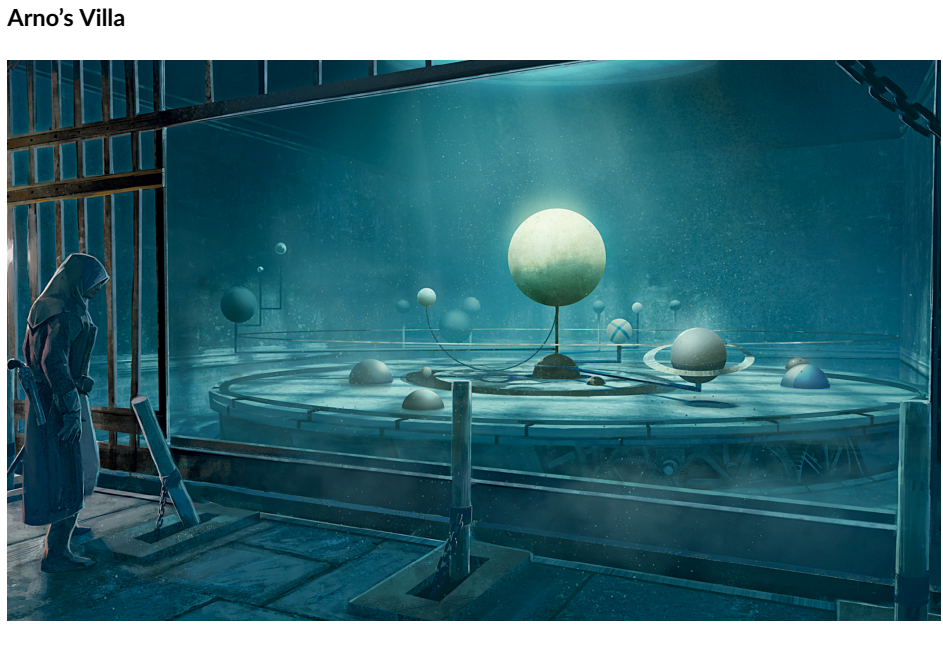


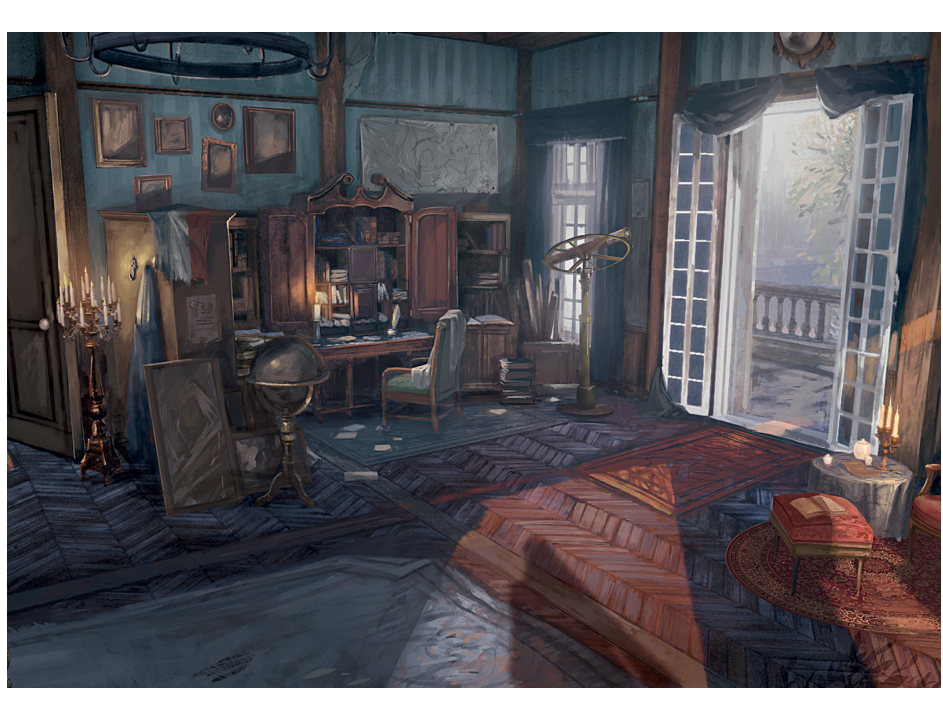


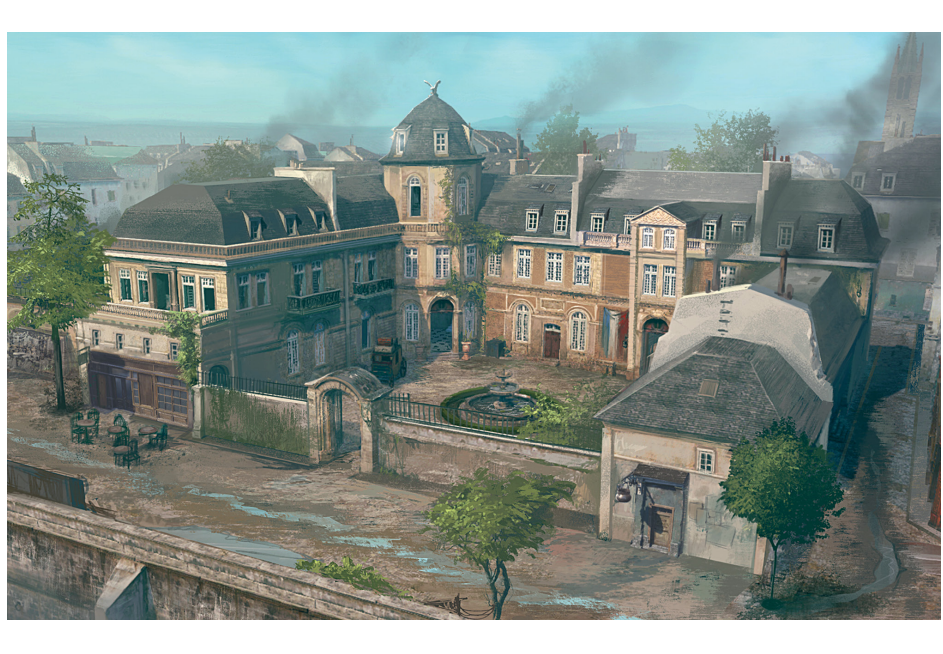


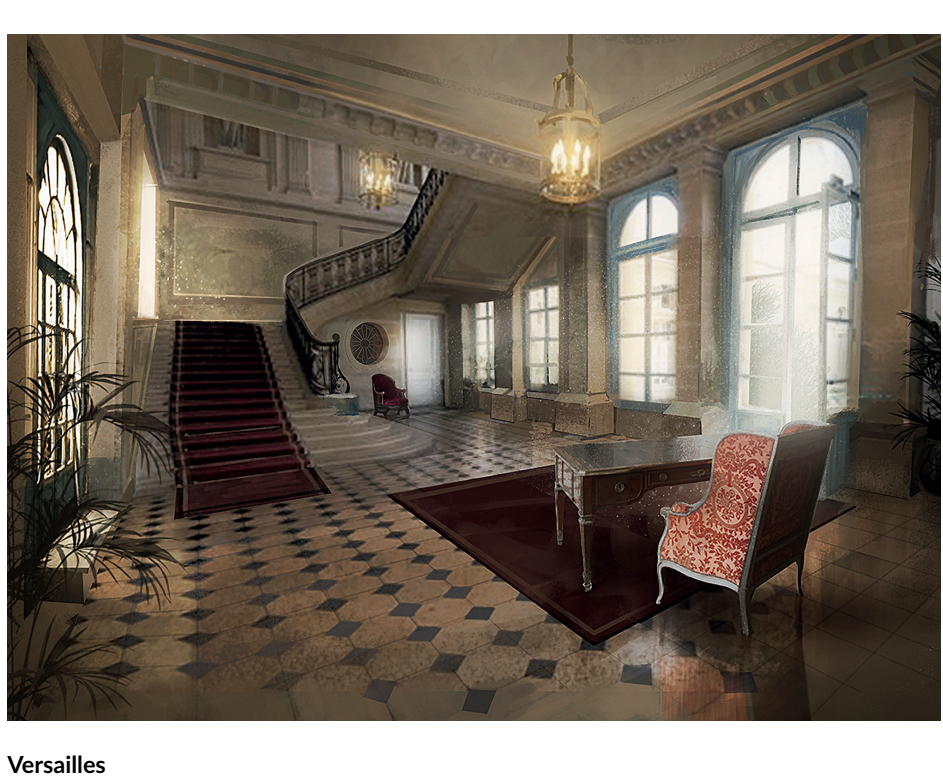


Arno's Villa

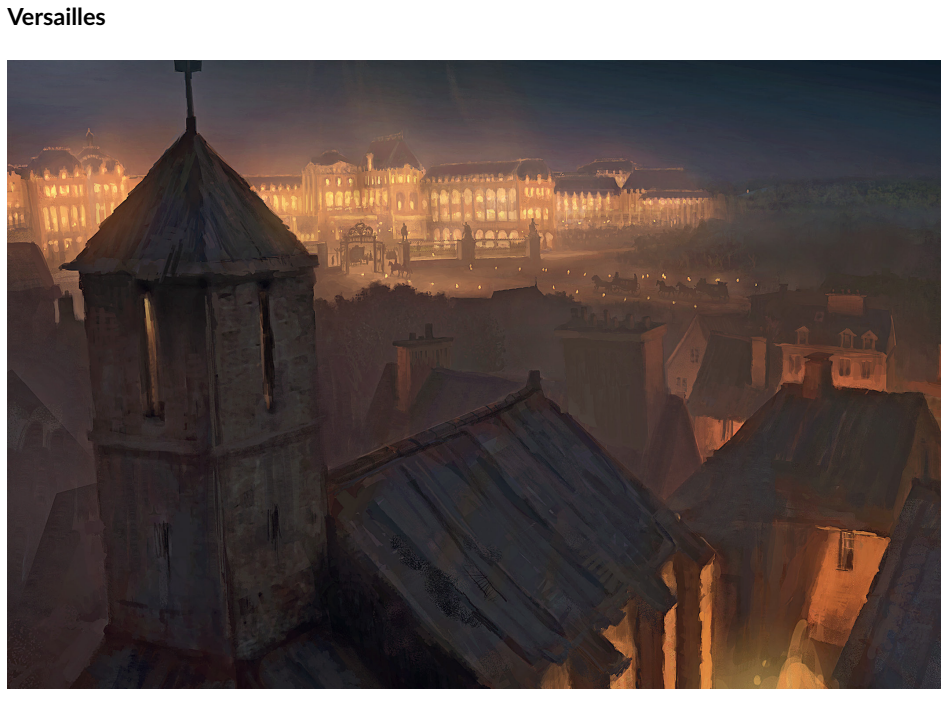


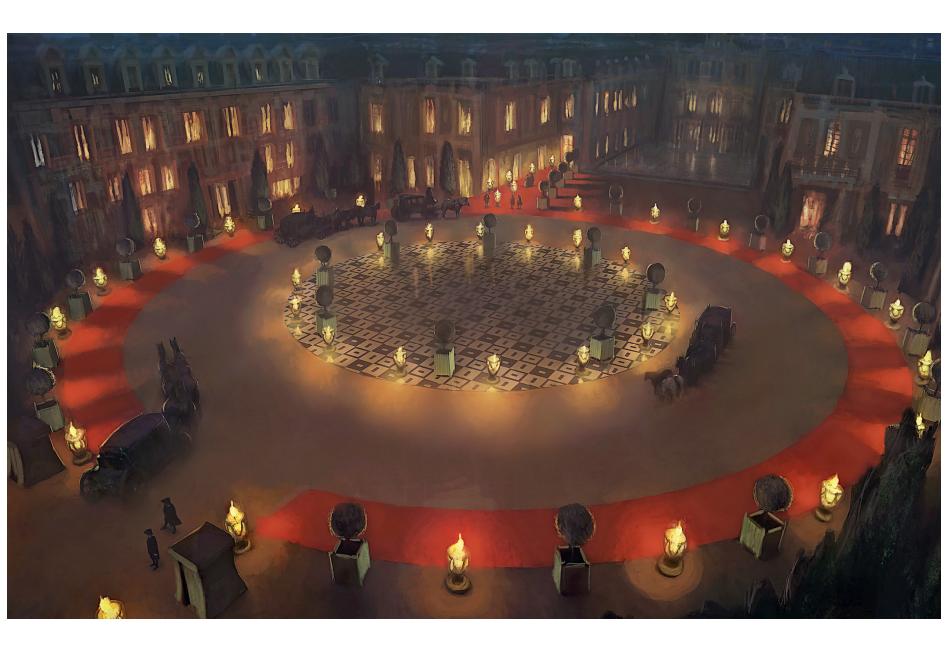


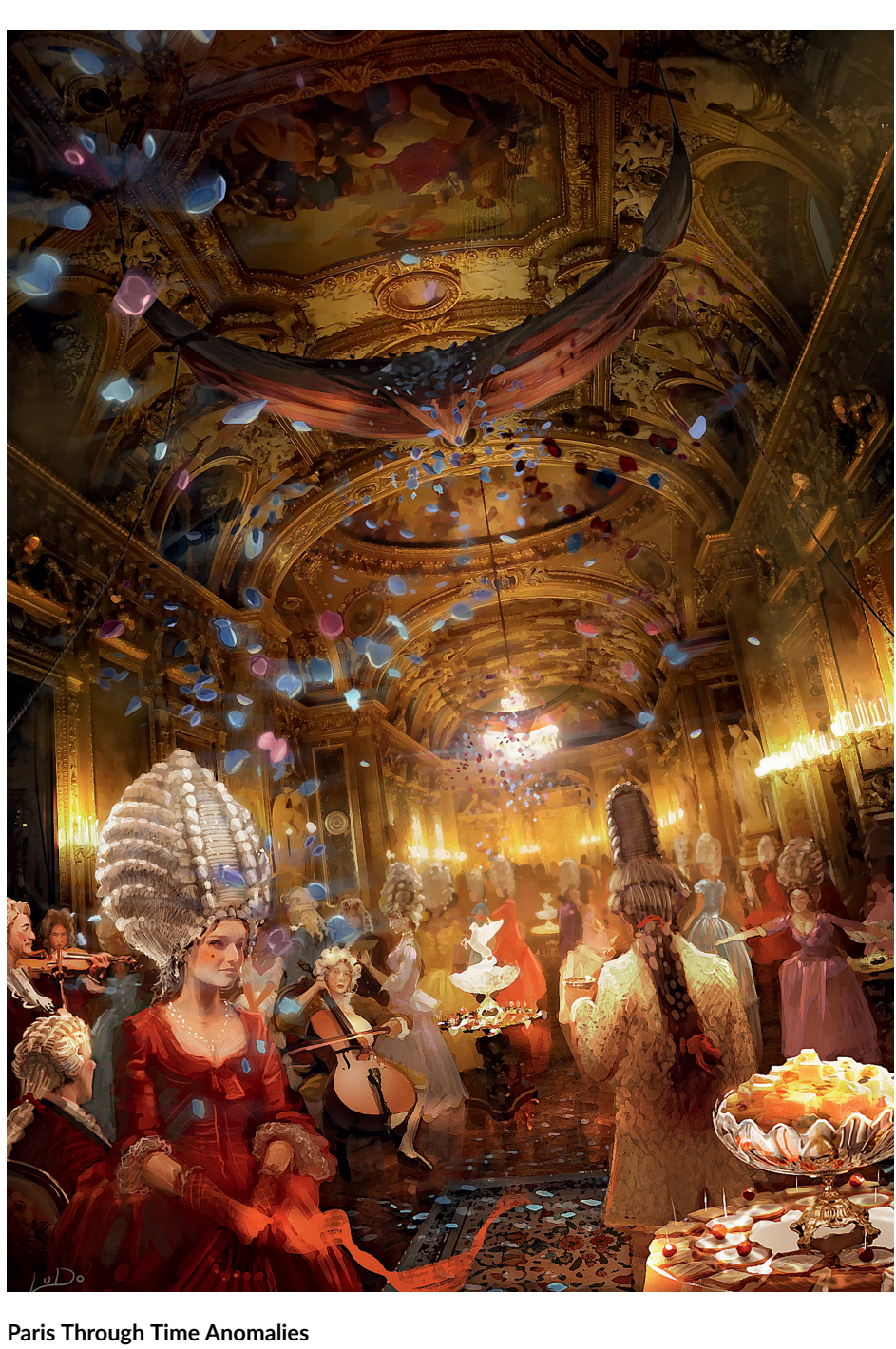




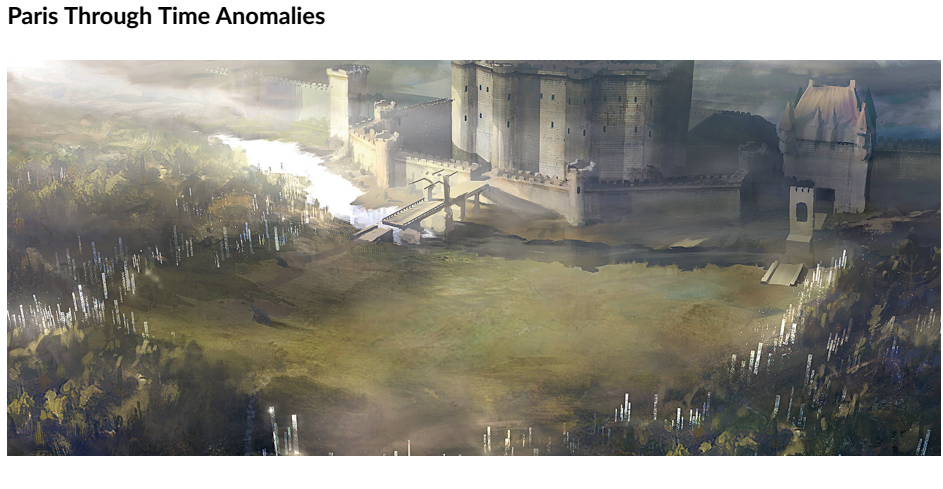
Versailles

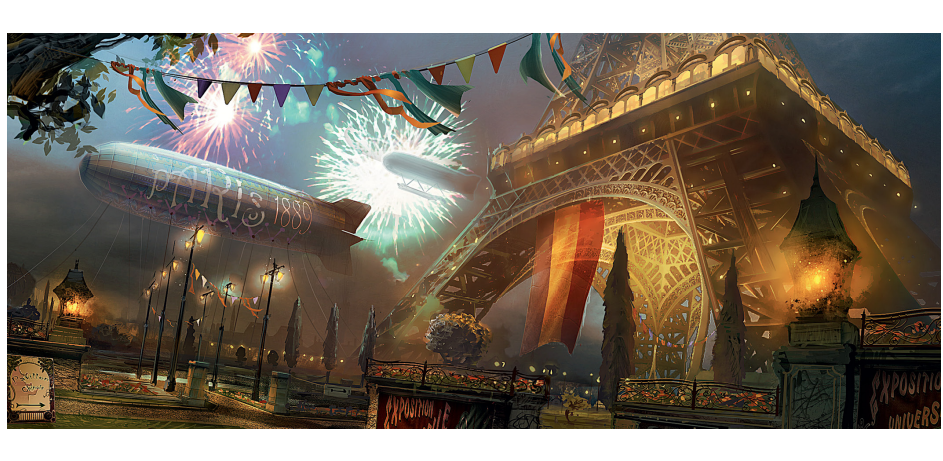


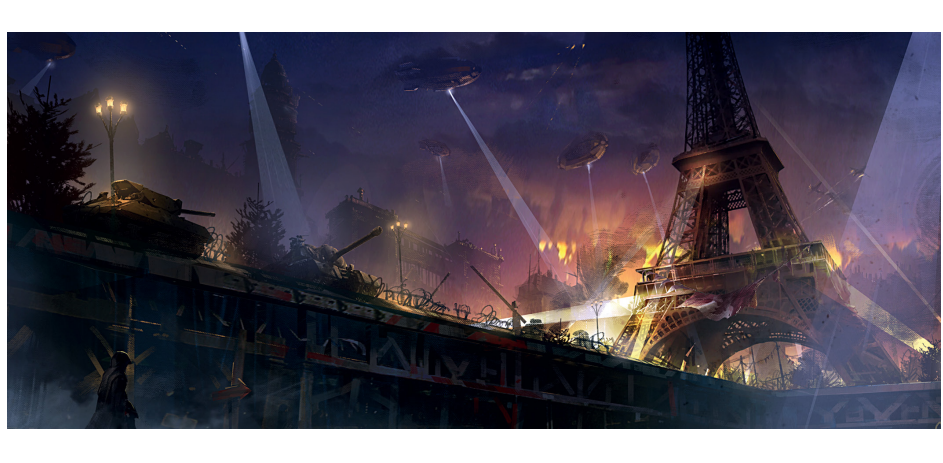


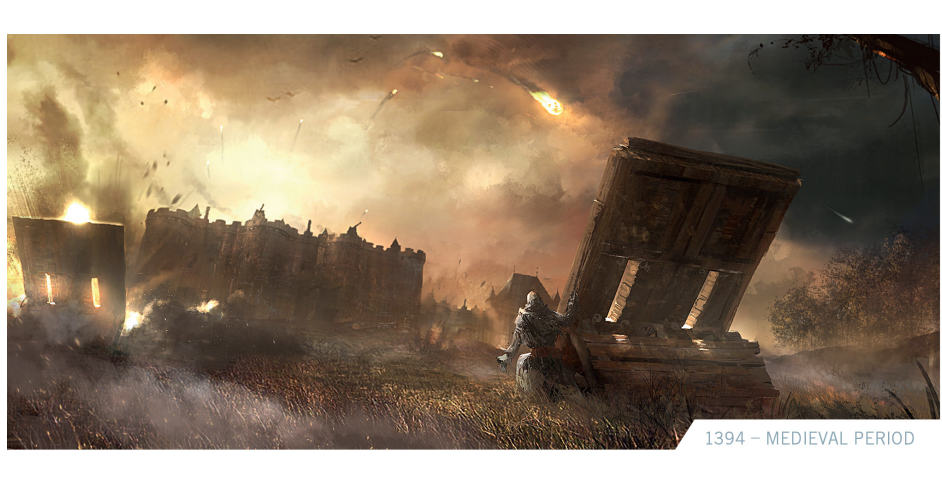


Paris Through Time Anomalies

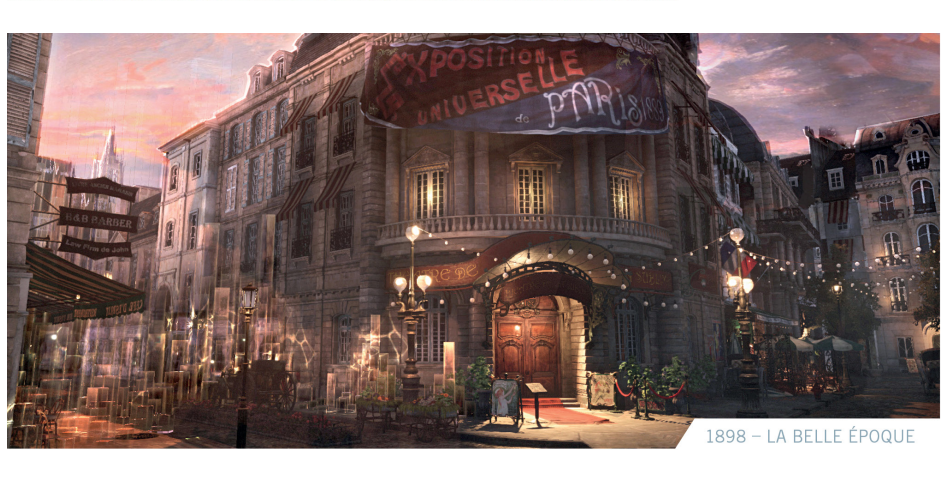




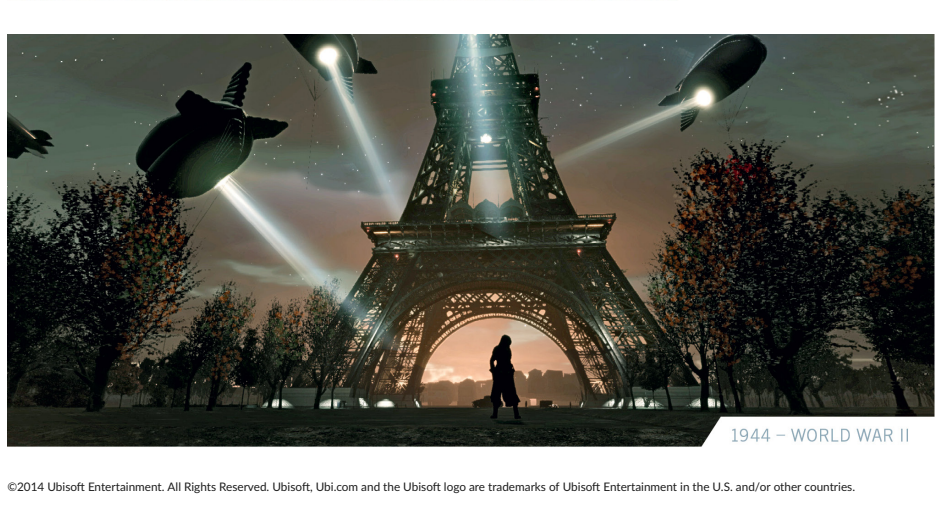




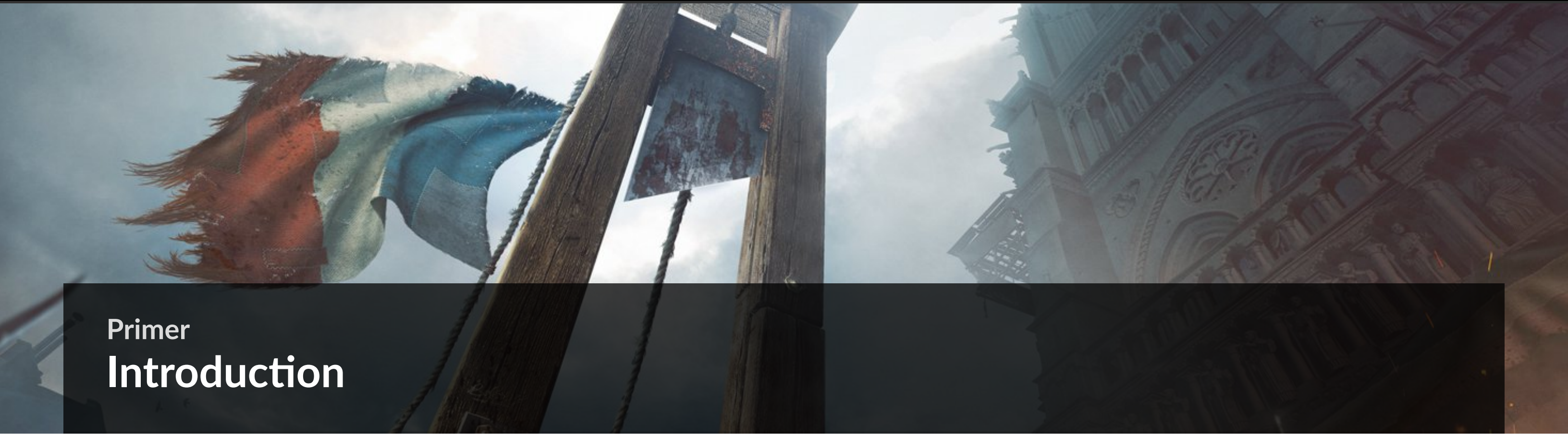
1394 – MEDIEVAL PERIOD



1898 – LA BELLE ÉPOQUE



1944 – WORLD WAR II

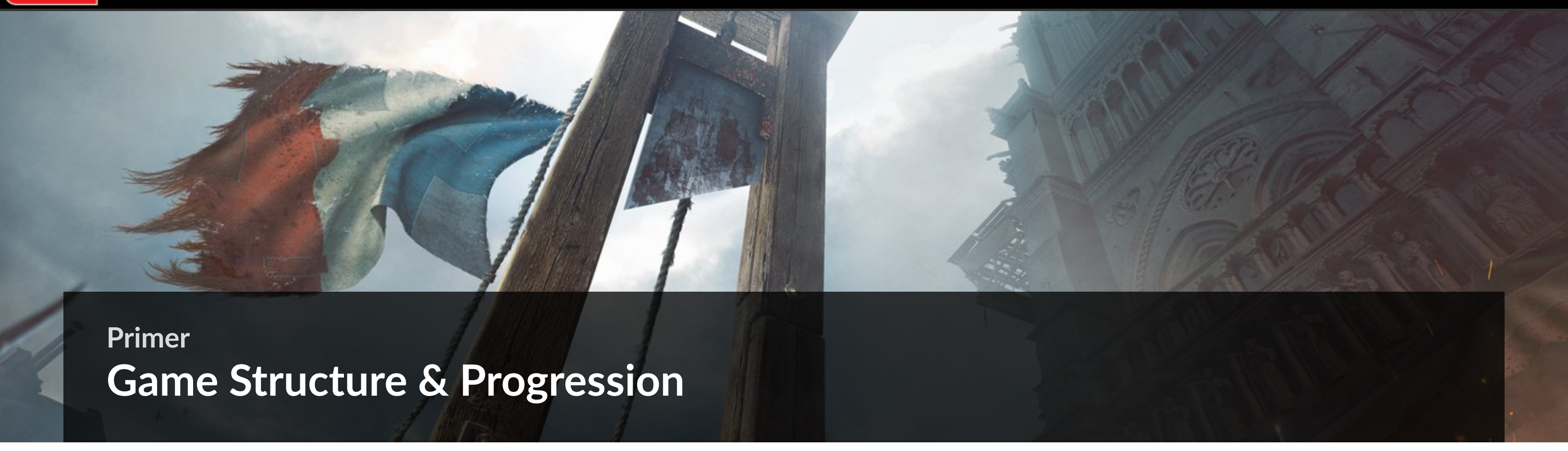


Primer

Introduction

This chapter introduces and explains core gameplay features and functions that you will encounter during the opening hours of the Assassin's Creed Unity story. While those who choose to read and consume the Primer in a single sitting will gain a broad understanding of how to play with greater confidence, experienced players should feel free to skip straight to the Walkthrough chapter that follows.

Liberté ou la Mort



Synchronization

Synchronization is the measure of your success in Assassin's Creed Unity, with your performance in every activity – from a solitary collectible to a major main story Memory – contributing in some part to your overall progress. Essentially, it's a representation of how much of the game you have completed, with 100% Total Sync being the ultimate goal. Almost every mission or task you engage in has a Synchronization score, which is added to your cumulative Total Sync rating (viewed on the Progress Tracker screen via the main menu) after you complete it.

Desynchronization

While Synchronization is a measure of success, Desynchronization is the consequence of failure. You cannot change the lives of the characters whose memories you explore, but must experience them with a respectable measure of fidelity. Diverging too radically from the "true" course of events causes Synchronization to be lost – and a swift return to a previous checkpoint.

Desynchronization can occur under the following conditions:

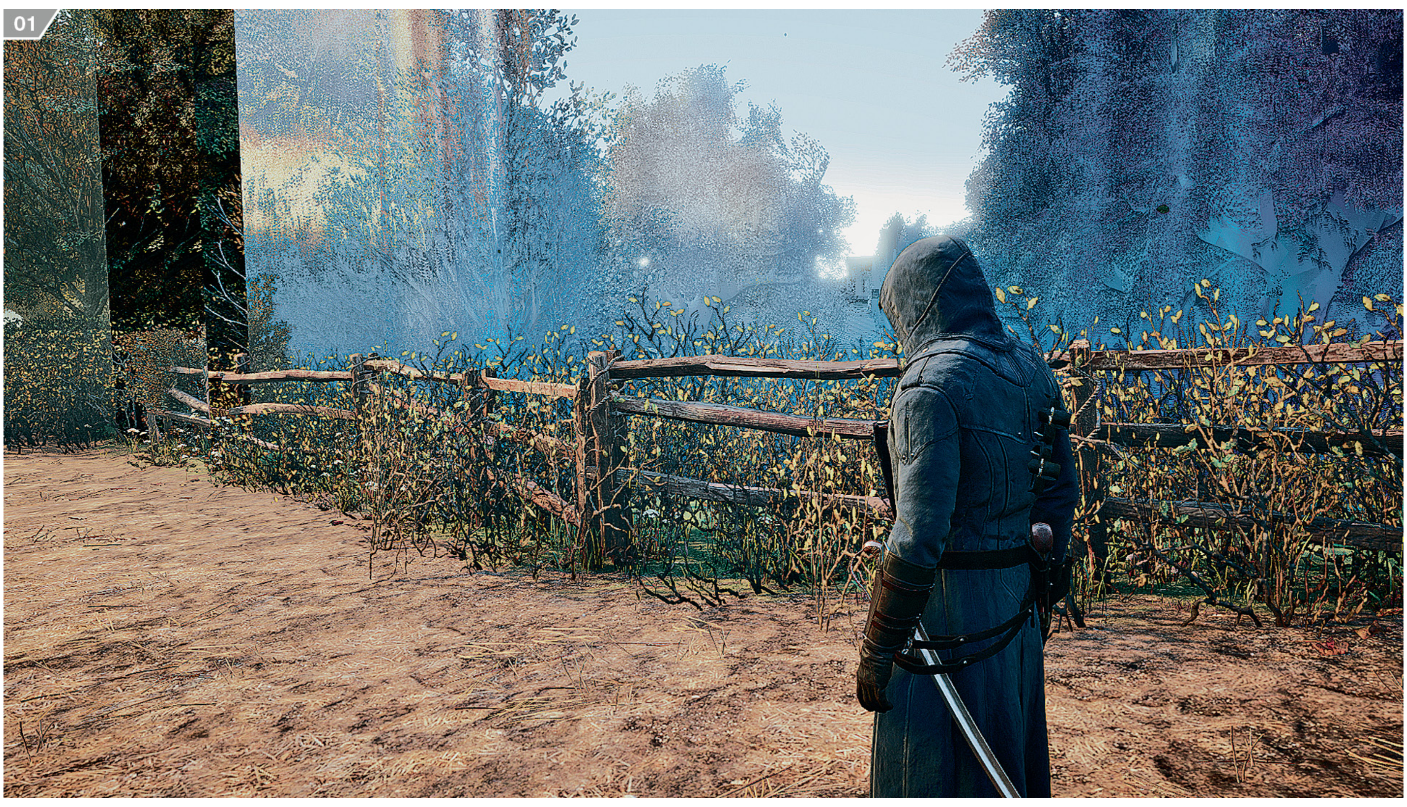
- **Death:** This occurs whenever the Health Bar is reduced to zero. This happens most frequently in combat situations, but is also the result of falls from great heights.

- **Failed objectives:** Failing to comply with critical mission parameters will lead to a return to a previous checkpoint.

- **Moving out of bounds:** Attempting to visit a specific locale before the appropriate time, or moving outside the confines of a current mission area can cause a loss of Synchronization. There is a clear visual cue that provides a strident warning whenever you approach such boundaries (01). Take heed, and move away swiftly.

- **Anomalous behavior:** If you assault inappropriate targets (such as allies or civilians), Desynchronization will occur if you persist after ignoring an initial message of admonishment.

01



Challenges

In addition to mandatory objectives (such as avoiding detection or assassinating a target), many main story missions and side quests also feature optional Challenges. On one level, these exist to encourage a certain style of play that befits the nature of a mission: to make players surrender the assassination abilities and attempt a bloodless infiltration of a heavily guarded area, for example. Others function as a more direct test of your prowess, such as the completion of a specific task or the use of certain tools.

The main reason to complete Challenges is to increase your Total Sync rating. If this isn't important to you, or you would prefer to return to complete a Challenge at a later date, there is absolutely no penalty for failure.

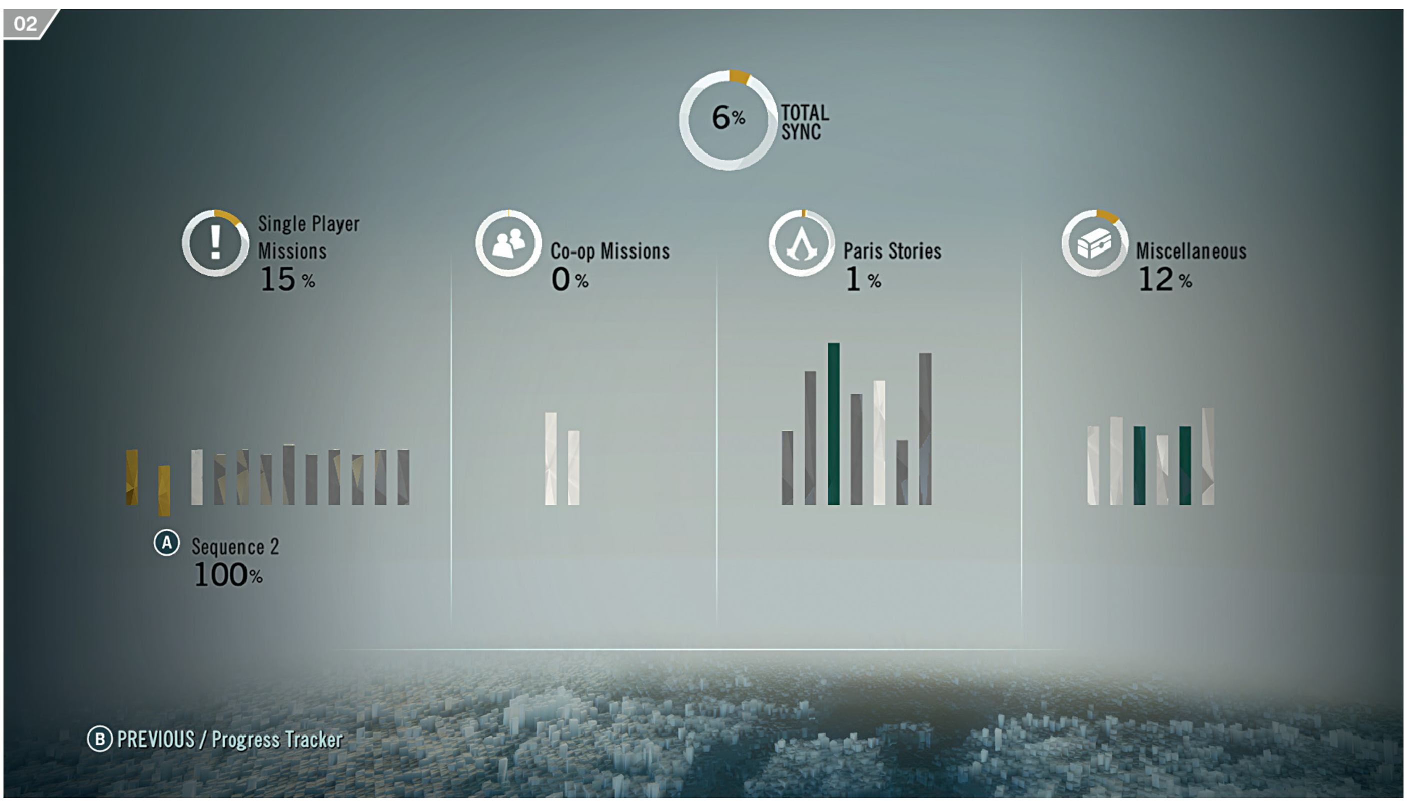
Progress Tracker & Memory Replay

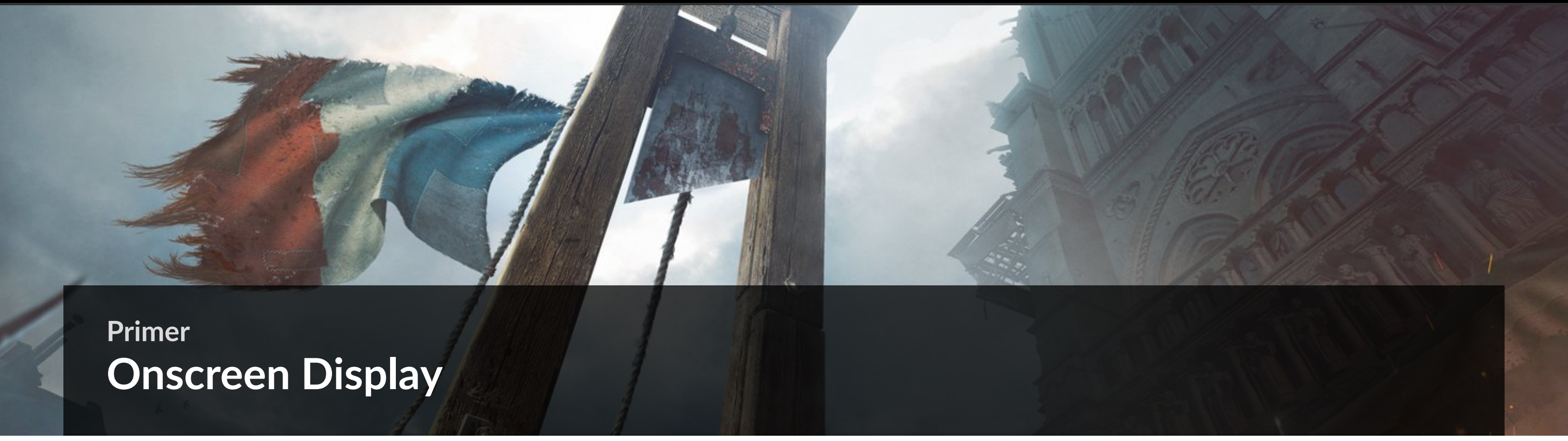
The Progress Tracker option in the main menu enables you to study your progress in all main story missions and side quests (02). You can also check individual Memories to find instances where you are missing a Challenge, and replay them if you wish. The Replay option moves Arno back in time and launches the mission immediately.

- Hold ◎ / Ⓑ to jump to the end of cutscenes. Note that certain cinematic sequences (such as short establishing shots or transitions) cannot be skipped.

- You must complete an entire Memory and wait to be returned to the Progress Tracker menu for Challenges to be recorded. Partial playthroughs do not count.

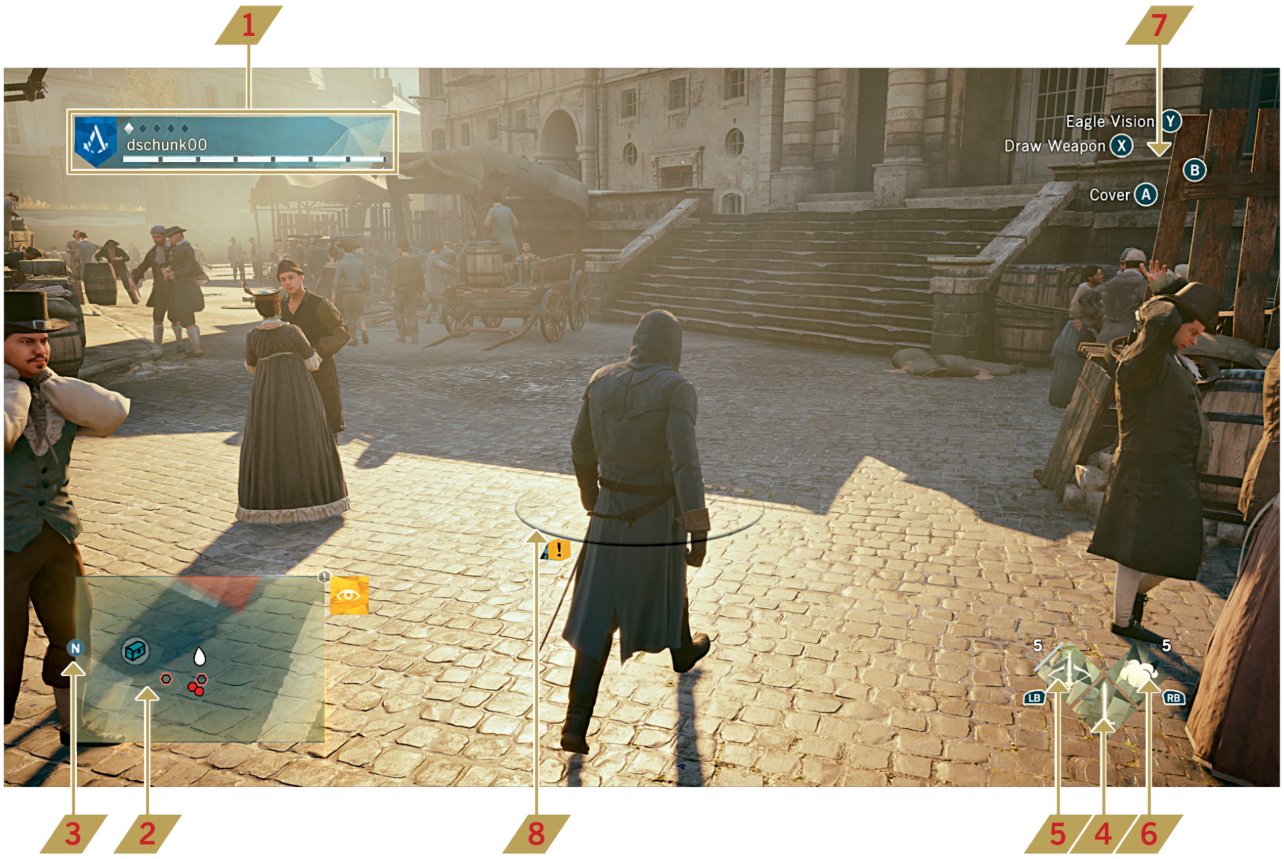
02





Primer

Onscreen Display



1 **Arno's Data:** The long white gauge at the bottom of this display is Arno's Health Bar, which represents his physical state. As you advance in the storyline and unlock new skills and equipment for Arno, your progression is represented by the small diamond-shaped meter at the top. Each filled segment corresponds to a level, up to five. When you reach the maximum level (six), the meter turns golden.

2 **Mini-Map:** This illustrates Arno's immediate surroundings, including essential details such as potential enemies and points of interactivity.

3 **Compass:** The N icon attached to the mini-map always points north.

4 **Weapon:** This displays Arno's primary weapon. As a general rule, attacks are launched by

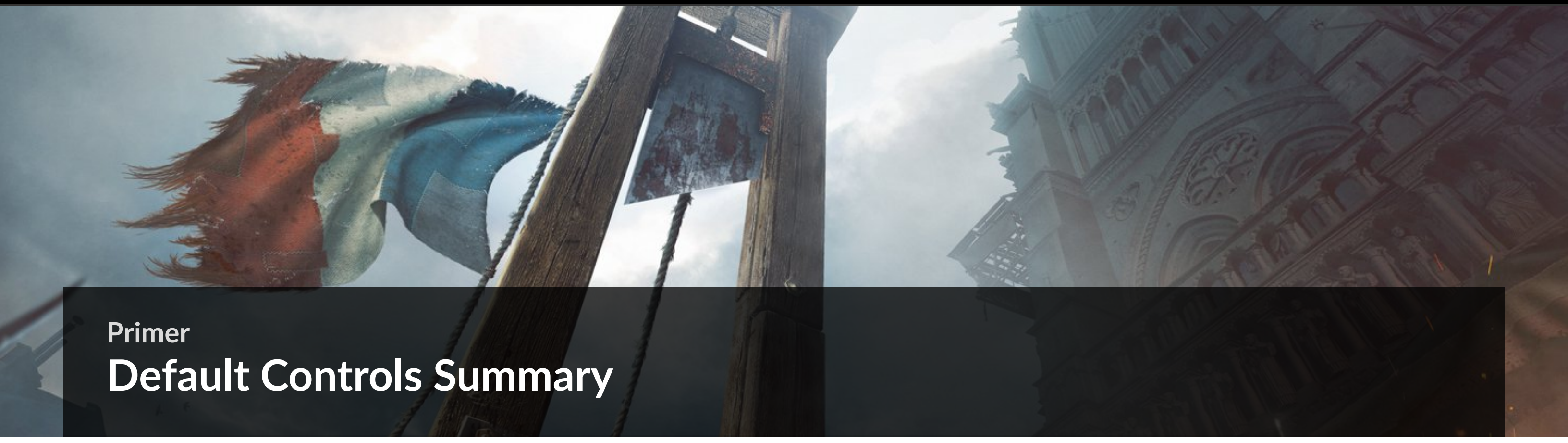
pressing □ / X .

5 **Ranged Weapon:** When Arno is equipped with a ranged weapon, you can fire by tapping L1 / LB or hold that button to aim with R and then fire with R2 / RT . The number next to the icon indicates how many shots he can fire. Press ✚ to select or change weapon.

6 **Tool:** Arno's currently selected tool – the attack or action activated with R1 / RB (tap for an immediate use; hold and release if you need to aim). This can be a special ability (such as Throw Money), or a special device (such as Smoke Bombs). You can change between all actions in this category with ✚ .

7 **Controls HUD:** This section of the display highlights contextual actions that can be performed with the face buttons of your controller.

8 **HUD Belt:** Whenever Arno is in danger of attracting the attention of potential aggressors, or actively engaged in combat, a circular Heads-Up Display "belt" that surrounds his body will show the positions of all actual or aspirant combatants. The position of each Detection Icon indicates the relative location of every assailant that you must fight or avoid.



Primer

Default Controls Summary

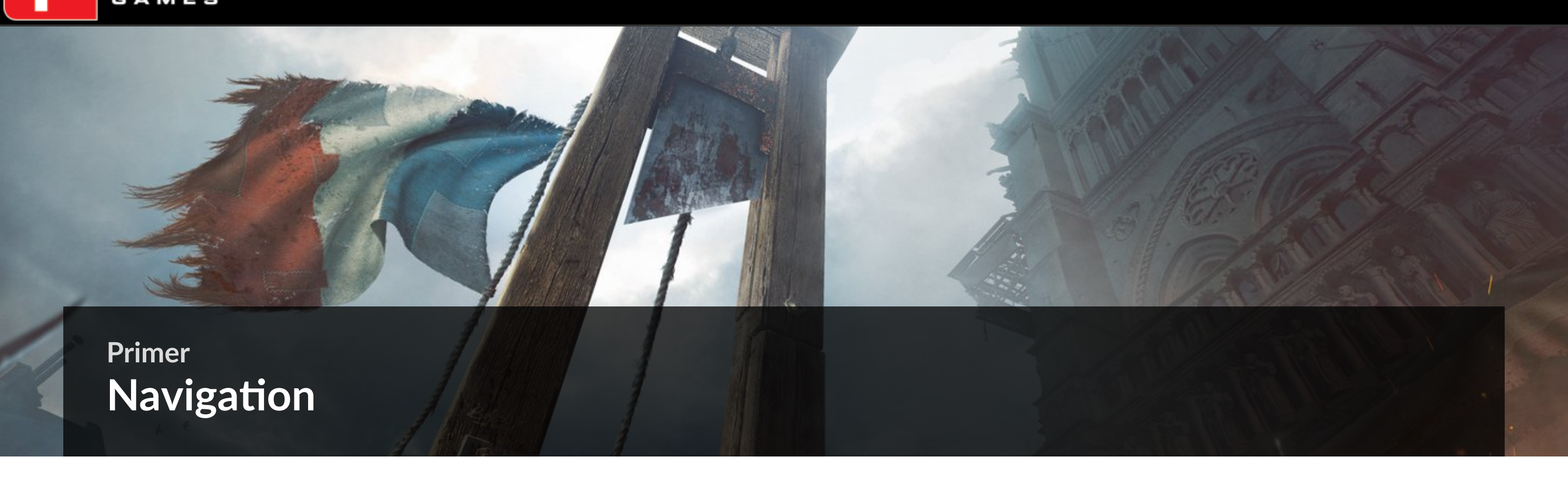
We use the button icons presented in the table below to refer to each controller input throughout this guide. These should be easy to recognize for all PlayStation 4 and Xbox One players, but you can refer back here if you need to refresh your memory at any point.

Note that this is not an exhaustive list of controls and commands, but simply a handy recap of all functions that are most pertinent during the opening stages of the game. You can find a complete moves overview in the Reference & Analysis chapter.

PS4	Xbox One	Summary
L	L	Used for basic movement; also employed for directing attacks during combat.
R	R	Used to control the game camera.
✚	✚	Used to equip the weapons and tools of your choice. The abilities at your disposal will expand as you make progress in Arno's story.
✕	A	Used to jump and free run upwards when R2 / RT is held; also used to dodge during combat, and to lock Arno to suitable cover elements.
○	B	Used to free run downwards and to parry in combat. Also used for interactions with the environment.
□	X	The primary attack button; also used to perform assassinations.
△	Y	Activates Eagle Vision.
L1	LB	Tap to quick-fire your currently selected ranged weapon. You can instead hold to aim and press R2 / RT to perform accurate shots.
R1	RB	Tap to quick-throw your currently selected tool. You can instead hold and release if you would prefer to aim first.
L2	LT	Activates Stealth Mode. You can hold the button then release it to deactivate Stealth Mode, or tap the button to toggle the mode on and off.
R2	RT	Hold to switch to High Profile mode, which enables activities such as free running and climbing. Also used to perform manual shots with ranged weapons (with L1 / LB held).
L3	L	Used to reload firearms. Brings up the legend for all icons on the map screen.
R3	R	Forces the game camera to face directly ahead. Hold to remove most of the onscreen display elements.
OPTIONS	≡	Enters/leaves the main menu.
Click Touchpad	⧉	Opens the main map.

Note for PC Players

To avoid confusion and convoluted lists of buttons and keys throughout this guide, we reference console button commands only. If you don't already own one, we can't overstate the difference that a good twin-stick pad will make. An Xbox 360, PlayStation 4 or Xbox One controller will suffice; each pad can be configured for PC gaming with relative ease. We strongly recommend that you do so in order to play Assassin's Creed Unity as its creators intended.



Primer

Navigation

Walking & Running

Movement & Camera: Use Ⓛ to move Arno, and Ⓡ to control the camera. Note how Arno's movements are made in relation to the direction that the camera is facing. Tilting Ⓛ forward will always cause him to move "into" the screen. You can also click ö at any time to swiftly align the camera in accordance with the direction that Arno is facing.

Walk: Walk with Ⓛ. This is the easiest way to navigate crowds while reducing the possibility that nearby aggressors will notice and react to Arno's presence. If you hold L2 / LT simultaneously, this activates Stealth Mode, making Arno crouch, which reduces both his visibility and the level of noise he generates while moving.

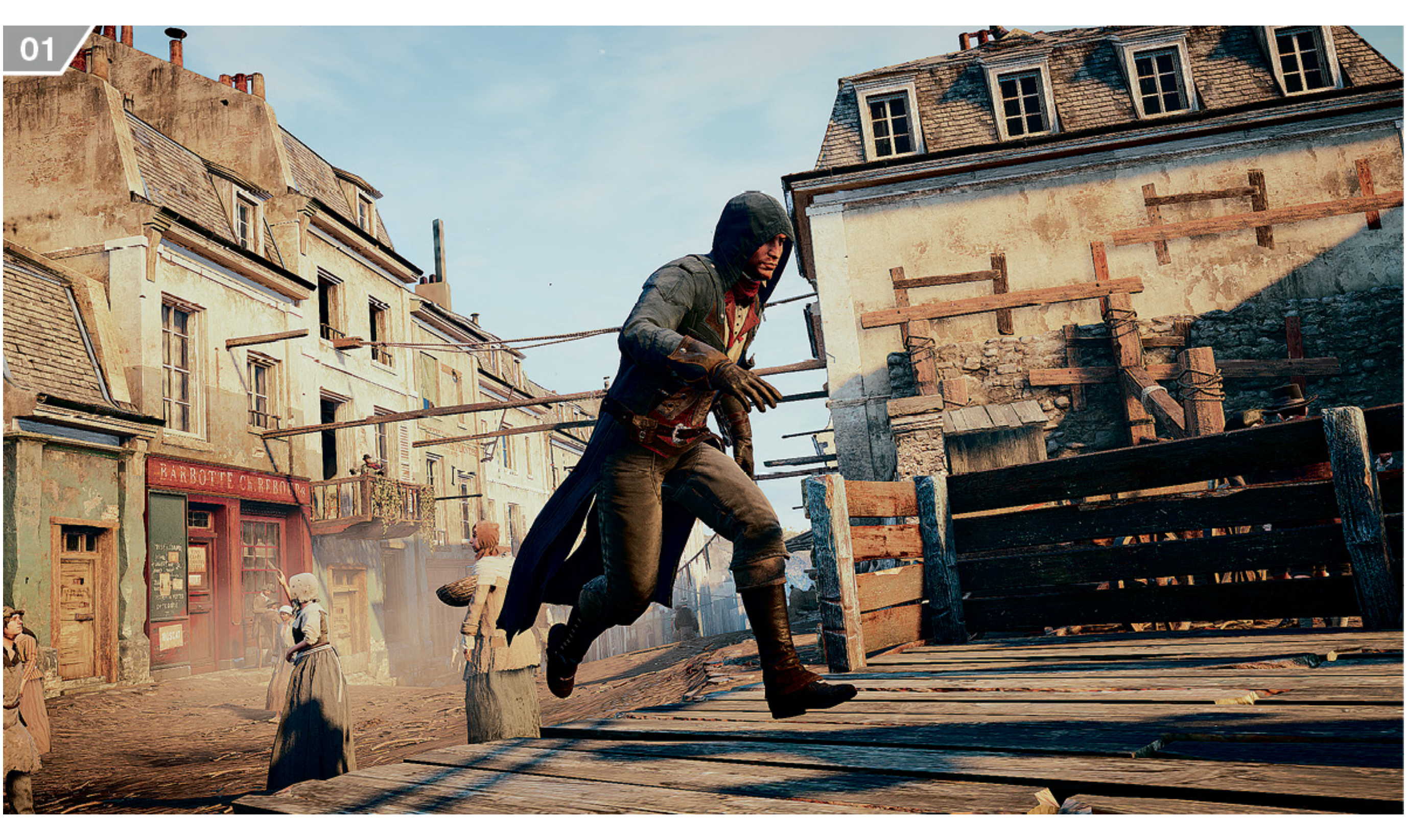
Run: Use Ⓛ + R2 / RT to make Arno run.

Free Running

Though the process of scaling buildings or leaping from rooftop to rooftop may seem like demanding feats, you will find that these are not activities that require great finesse or advanced gaming prowess. It's actually your ability to identify suitable (and, moreover, efficient) routes that really matters.

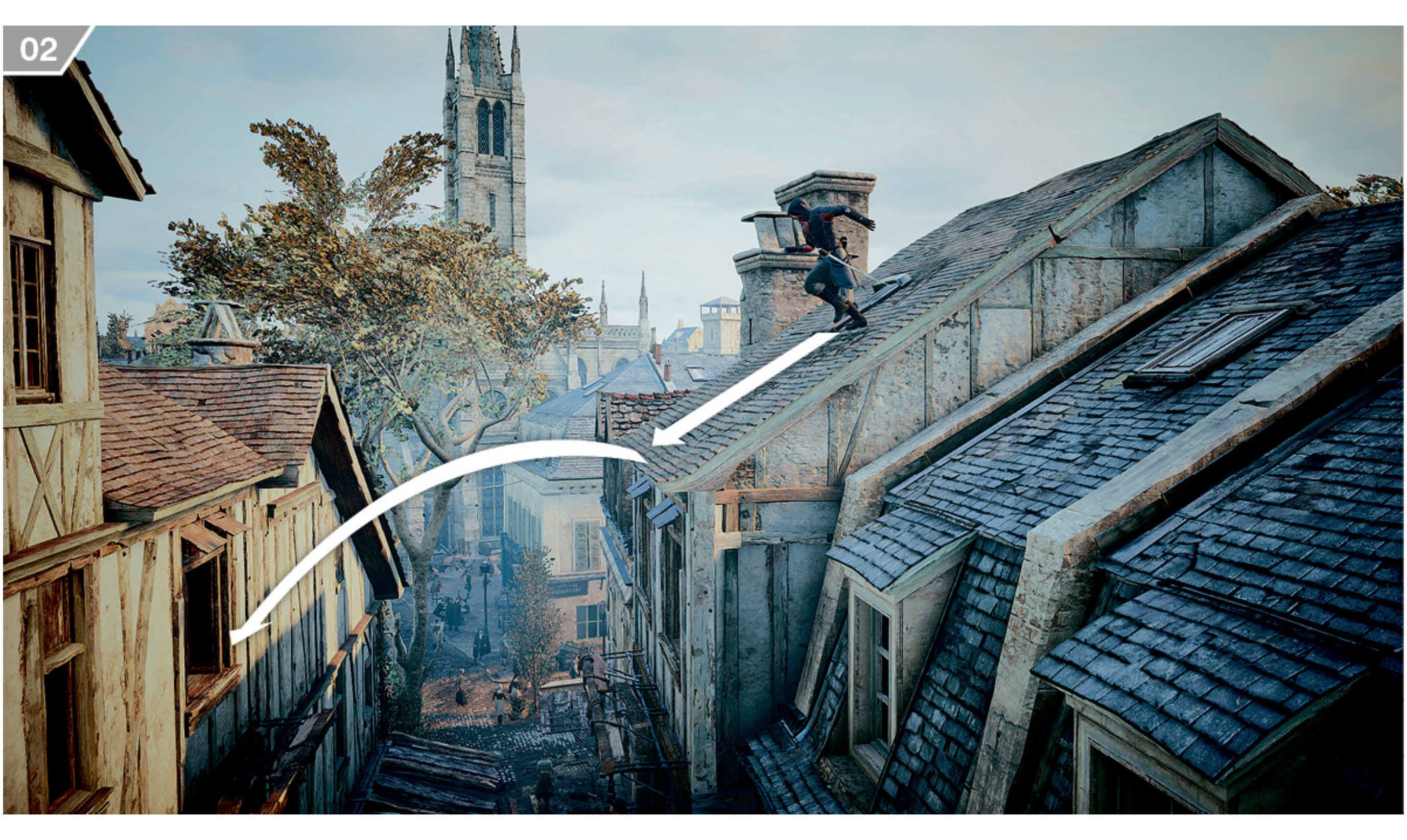
As long as you point the astonishingly agile Arno in the right direction, he will generally do the hard work for you. Once you acquire the ability to plan in advance, the physical inputs that enable you to move on your chosen route become an entirely instinctive activity.

01



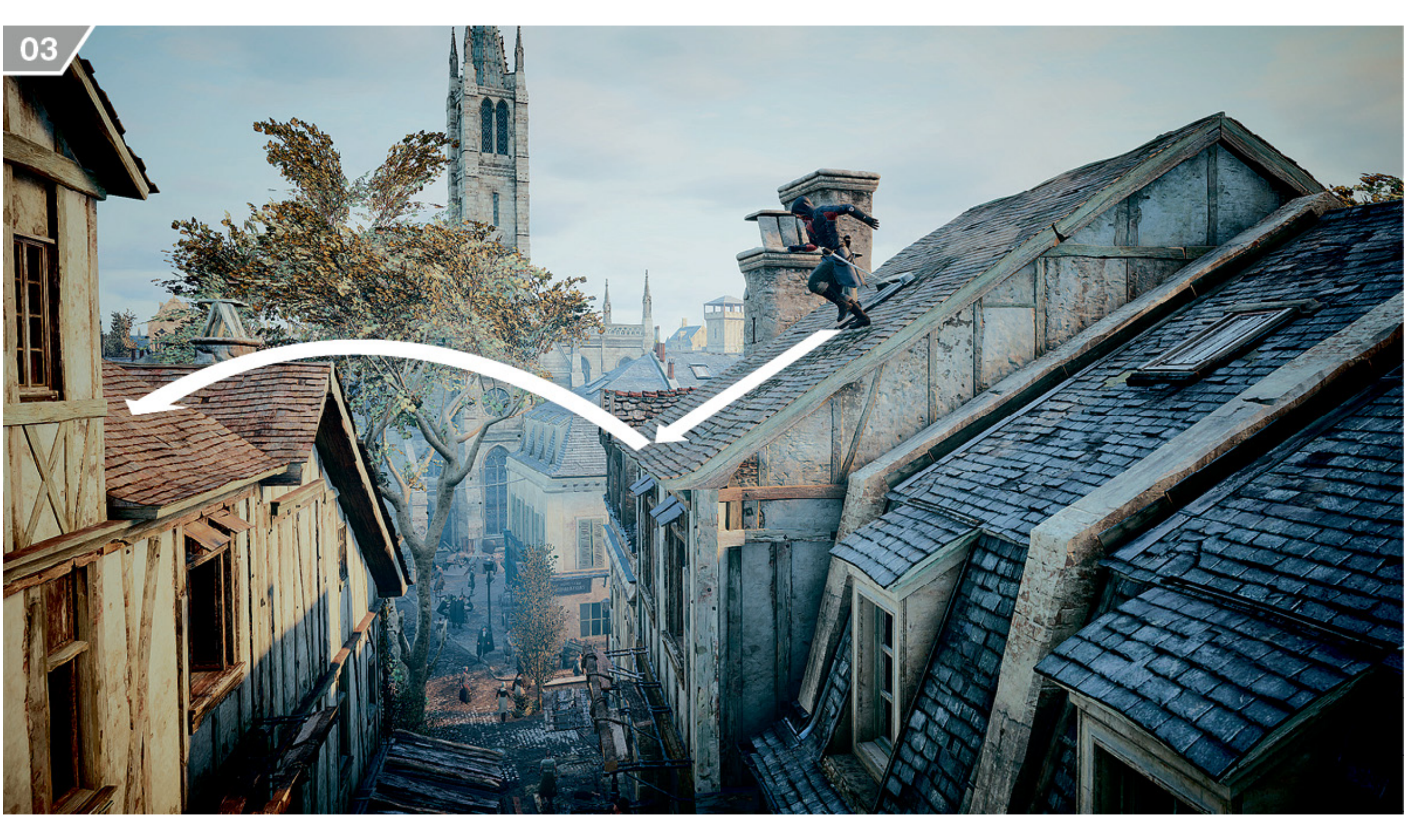
Free Running: Boiled down to its very essence, basic free running is performed by holding Ⓛ + R2 / RT, and directing Arno on a course that he might reasonably hope to follow (01). An essential lesson to learn is that Arno will only perform jumps when a suitable surface or hand-hold is within his range. Run him to the edge of a tall building where a fall might lead to injury or death, and he will come to an abrupt halt.

02



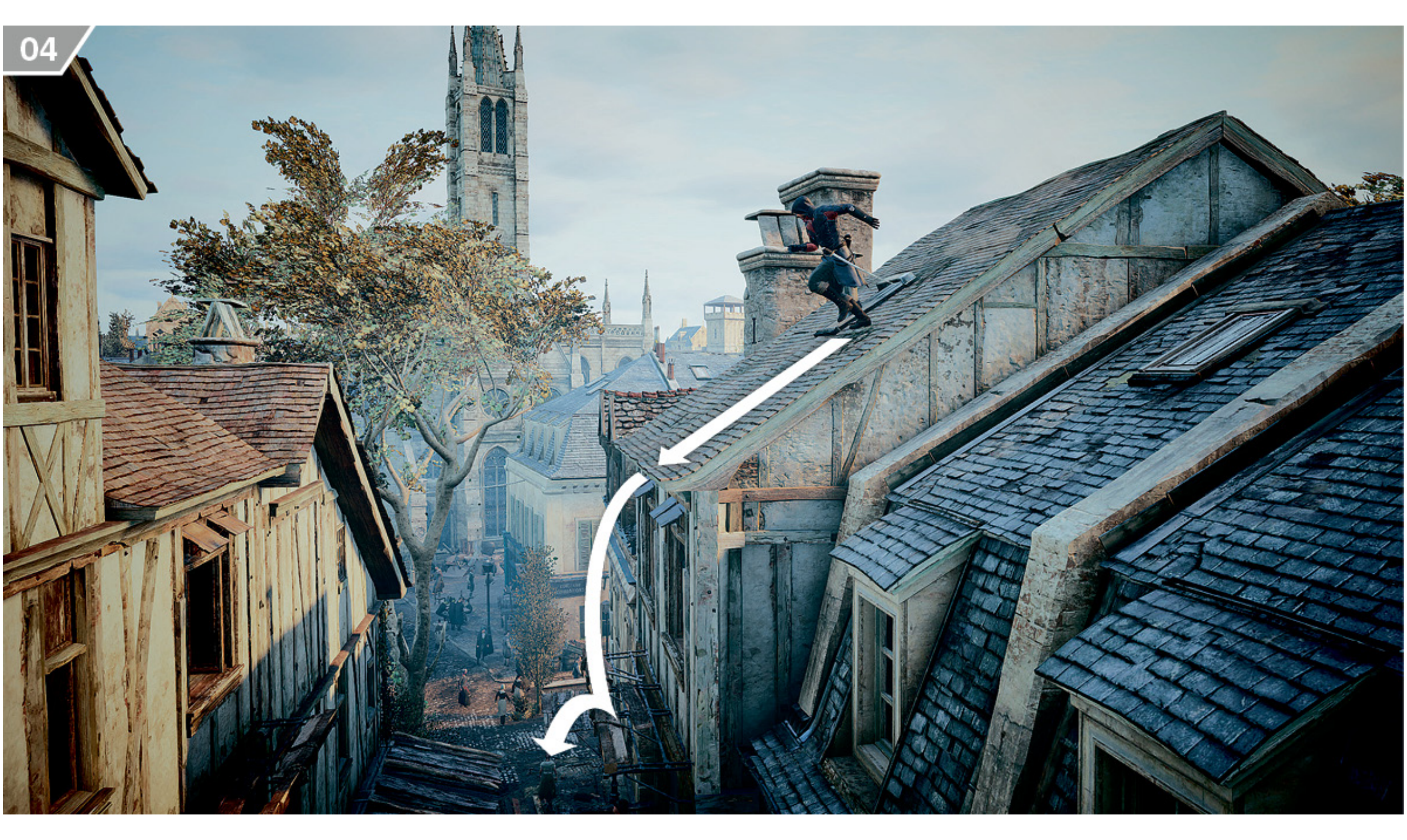
Free Running Up & Down: Assassin's Creed Unity introduces two major new commands to the free running system, which enable you to enjoy a far greater degree of control over Arno's movements. While the standard free running controls described above will enable him to follow simple courses and jump over medium distances (02), he will not usually begin climbing, vault long distances or make risky long-range ascents or descents unless you use one of two new free run button modifiers.

03



Free run up is achieved by pressing or holding ⊗ / Ⓐ in addition to Ⓛ + R2 / RT. This leads Arno to make leaps over longer distances (03), and to climb walls or steep slopes. If Arno pauses during a climb with a surface within his reach, or prior to a jump within his athletic capabilities, you can tap the button to resume his progress. It also adds an element of risk to traversal: direct Arno towards a sheer drop with the button held, and he may leap from the edge.

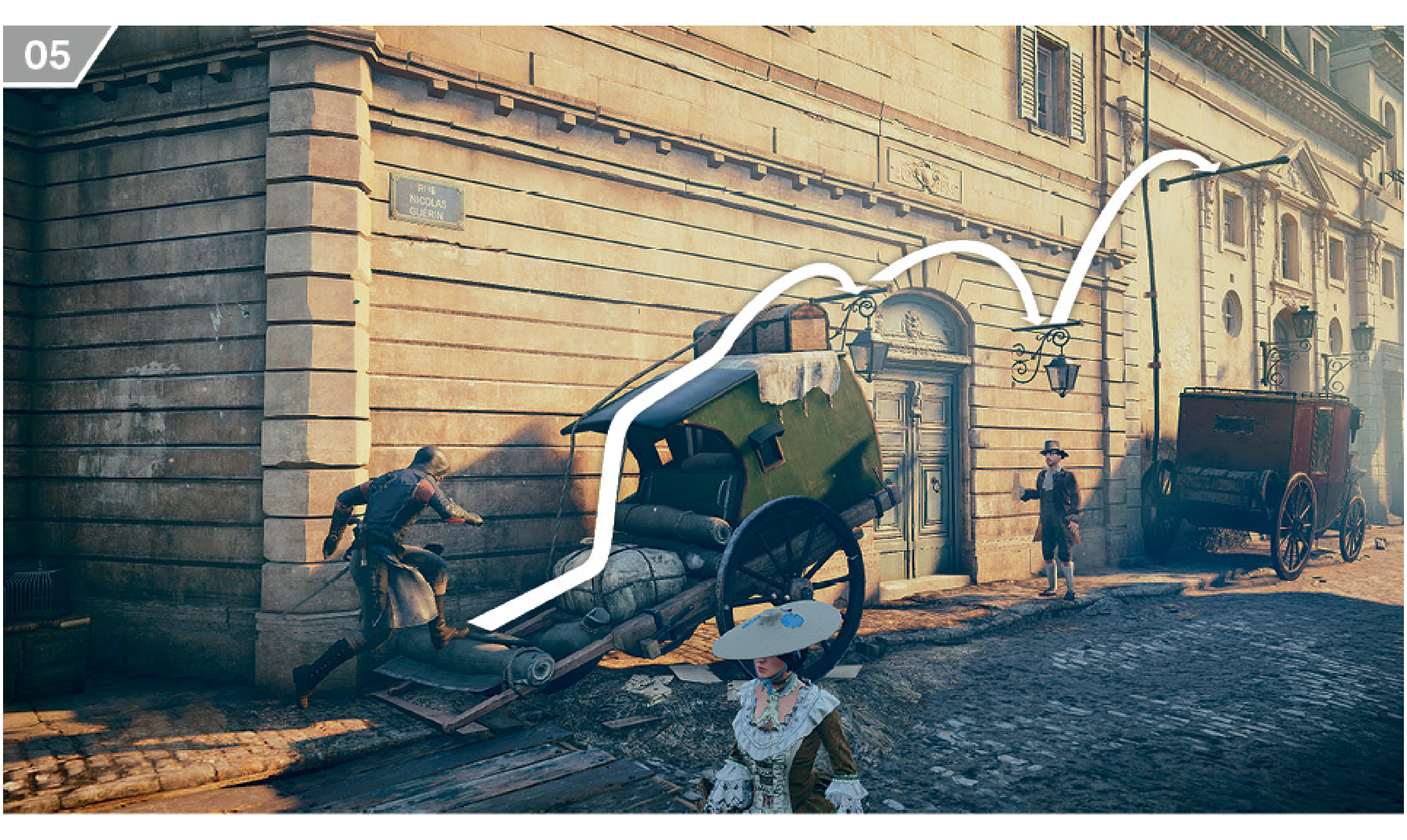
04



Free run down is achieved by holding ◎ / Ⓑ in addition to Ⓛ + R2 / RT. This leads Arno to safely drop downwards, slide down slopes, and, generally speaking, rapidly descend from rooftop level to street level (04).

Note that you do not need to hold these button modifiers at all times: after you initiate a climb, for example, you can release ⊗ / Ⓐ until the button is required again.

05

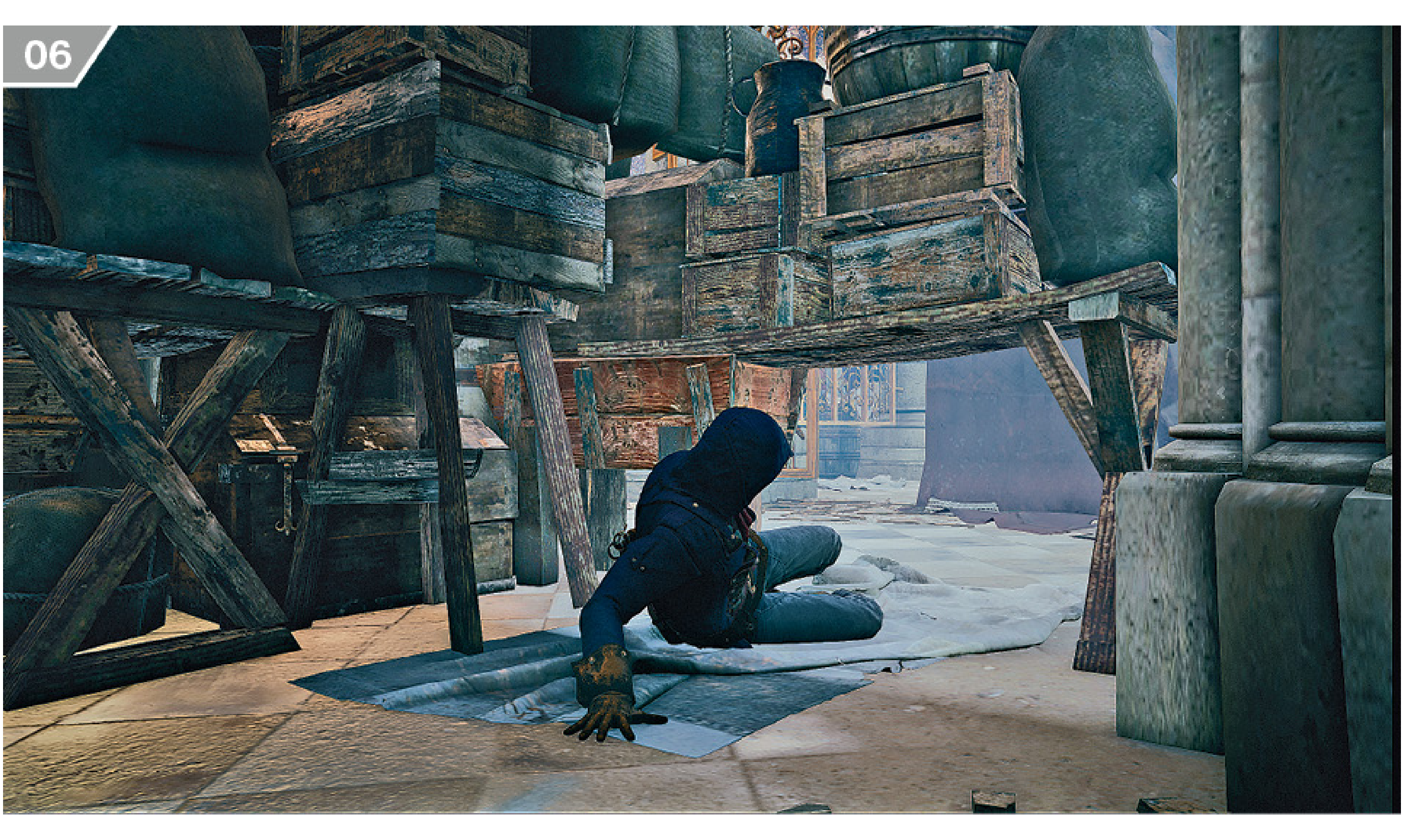


Free Run Courses: You will regularly encounter free run "courses" that begin at ground level (05 . These can be used to ascend or descend quickly and safely to different elevations.

Manual Jump: When you need to override Arno's caution to make a leap that lies just outside his default range or may result in physical harm, press Ⓛ in the required direction, hold R2 / RT, then tap ⊗ / Ⓐ.

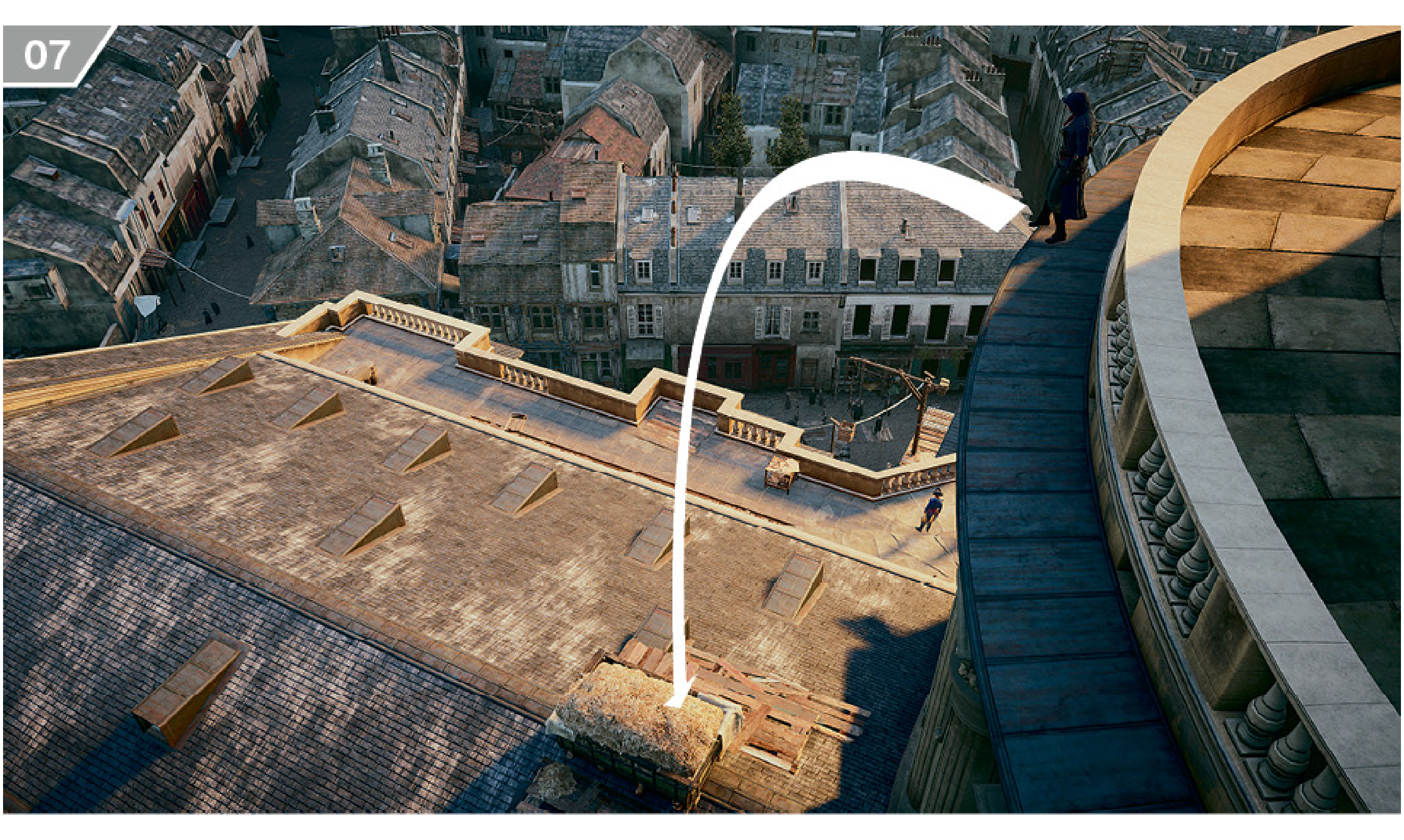
Swinging: Arno will automatically swing from poles, branches and the like while you hold Ⓛ + R2 / RT.

06



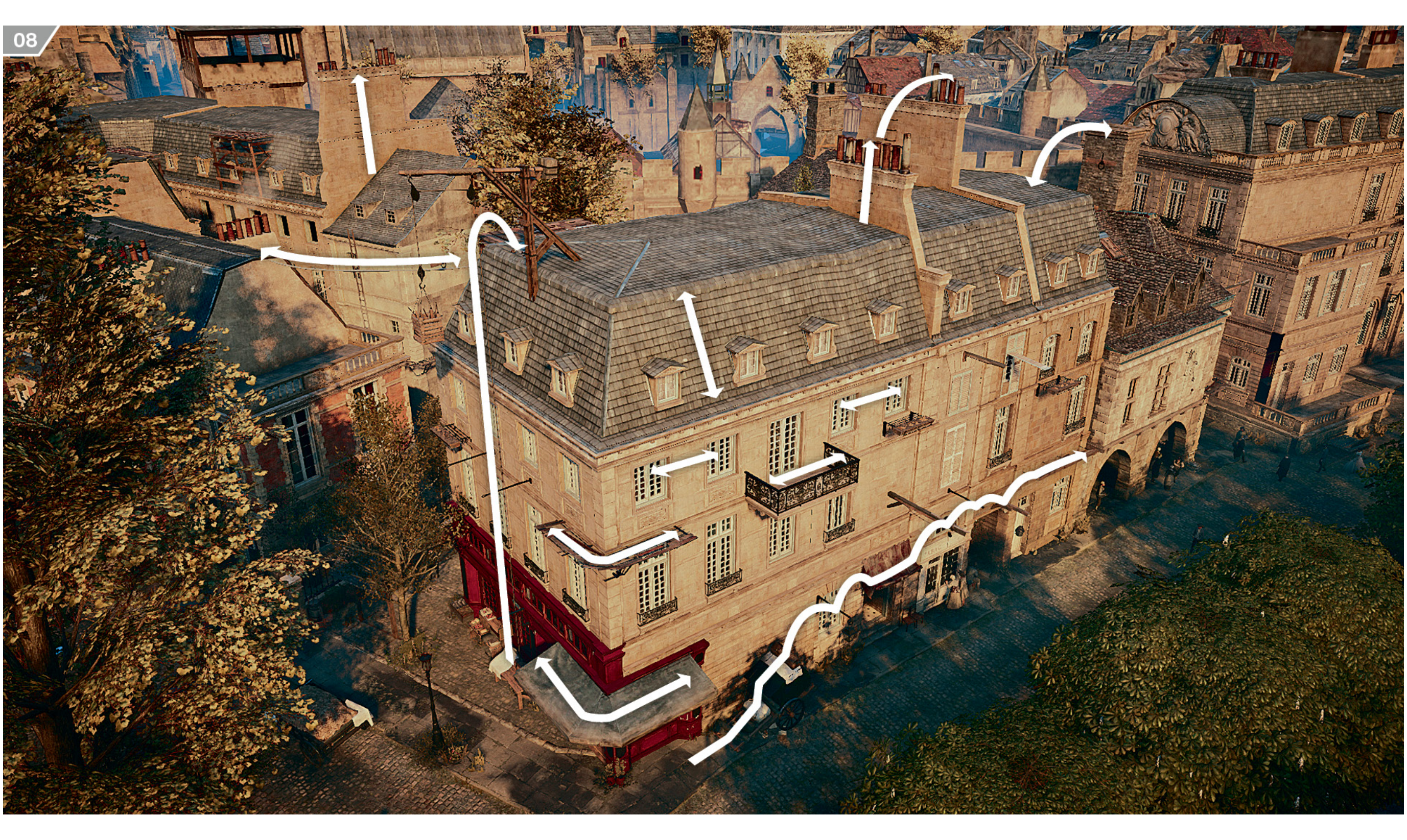
Pass Through & Pass Under: While holding Ⓛ + R2 / RT, press (and, if required, hold) ◎ / Ⓑ to smoothly negotiate many obstacles. With the button modifier held, Arno will effortlessly slide through gaps, hop through open windows and swiftly vault low obstructions (06 . This can be extremely useful when you are pursuing a target or attempting to leave aggressors trailing in your wake.

07



Leap of Faith: Whenever you can see water or a hiding place comprising leaves, hay, branches or a similar "soft" landing position, the quickest and most convenient way to reach a lower level is to perform a Leap of Faith (07). Tilt Ⓛ in the direction of the required landing position, hold R2 / RT, then tap ⊗ / Ⓐ or ◎ / Ⓑ to perform a spectacular swan dive.

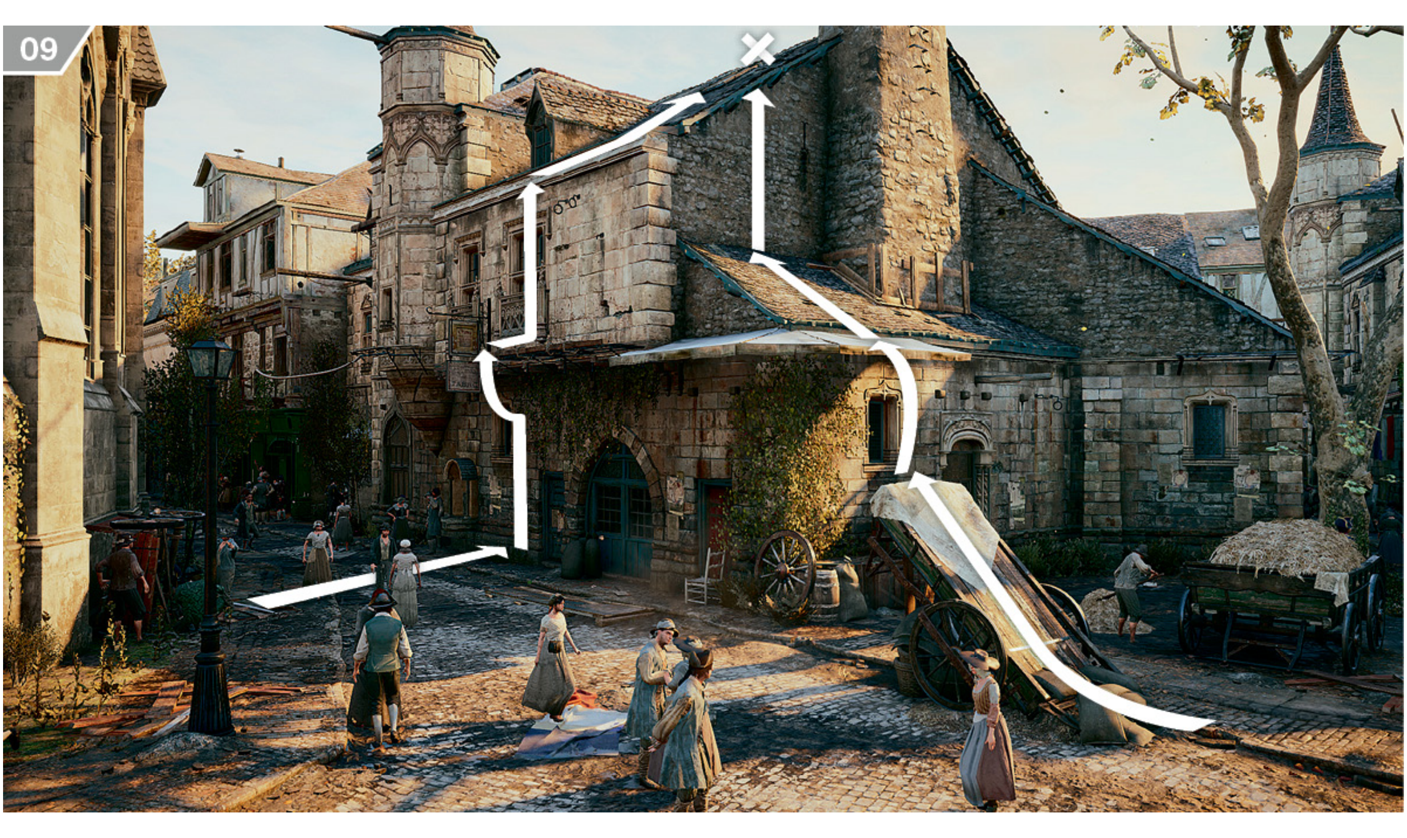
08



Route Recognition: With free running and climbing, the real challenge isn't the use of Ⓛ to move: it's judicious use of Ⓡ to command the camera, enabling you to identify, plan and adapt your route throughout any given pursuit, escape or journey. In short, the essence of becoming a master at climbing and free running is the capacity to read your environment clearly. You shouldn't just see the world in terms of doorways and windows, or trees and branches, but in a more pure sense as waypoints that combine to form routes (08).

Climbing

09

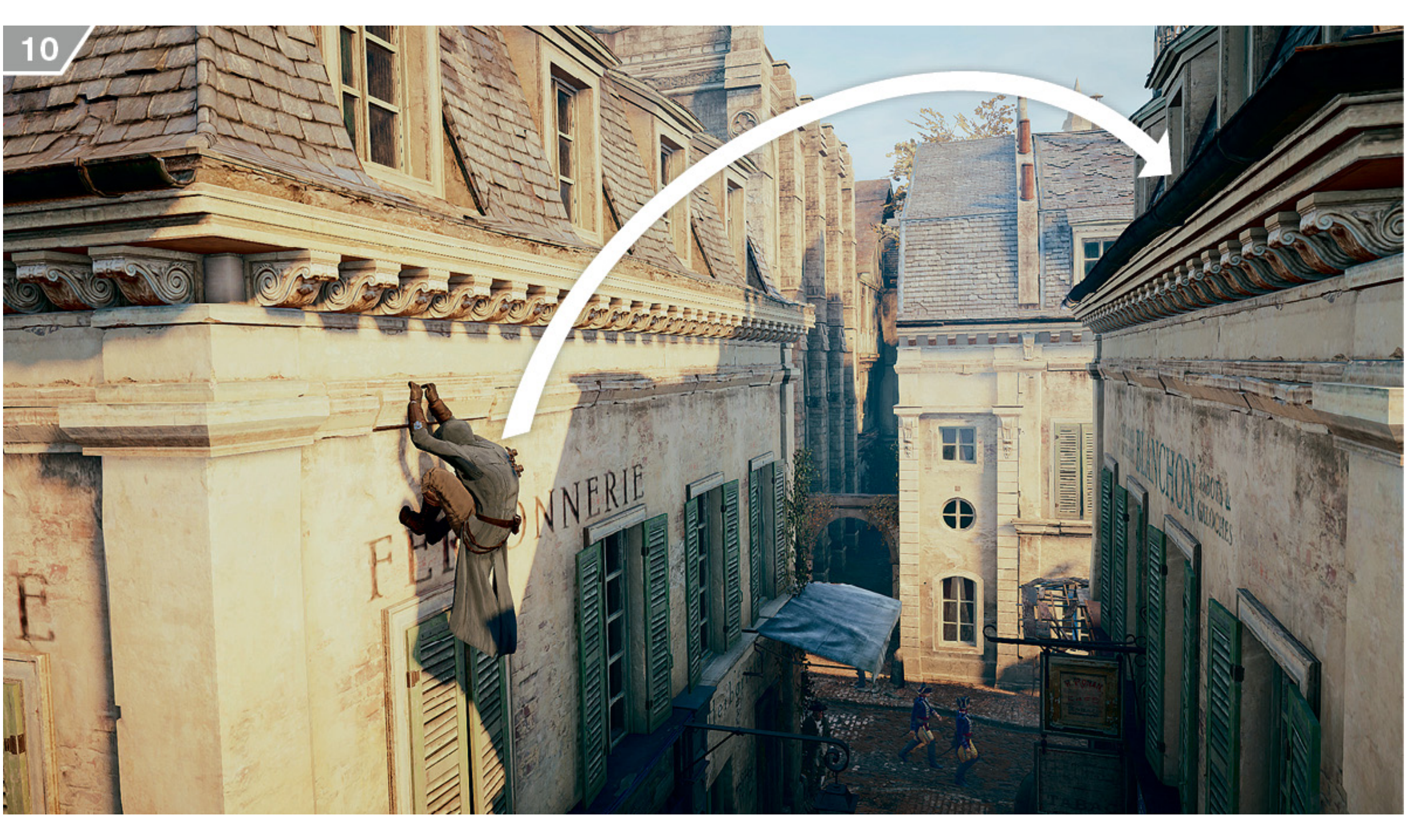


Climbing Basics: To begin a climb, simply free run up (Ⓛ + R2 / RT + ⊗ / Ⓐ) into a solid surface with obvious handholds within Arno's reach. Use Ⓛ to ascend, traverse to the left or right, or descend. Employing Ⓡ to adjust the camera and see the route ahead is a vital skill. Buildings in urban areas invariably offer several potential climbing routes to a destination (09); identifying the quickest and most direct of these is a talent you acquire with practice.

Descent: To begin a descent from a standing position on a high vantage point, free run down (Ⓛ + R2 / RT + ◎ / Ⓑ). The longer you hold the buttons, the further down you will go, until you reach the ground.

Drop: To make Arno release his grip on a surface while climbing, tap ◎ / Ⓑ. He will automatically perform a "catch back" on another ledge as he falls past.

10

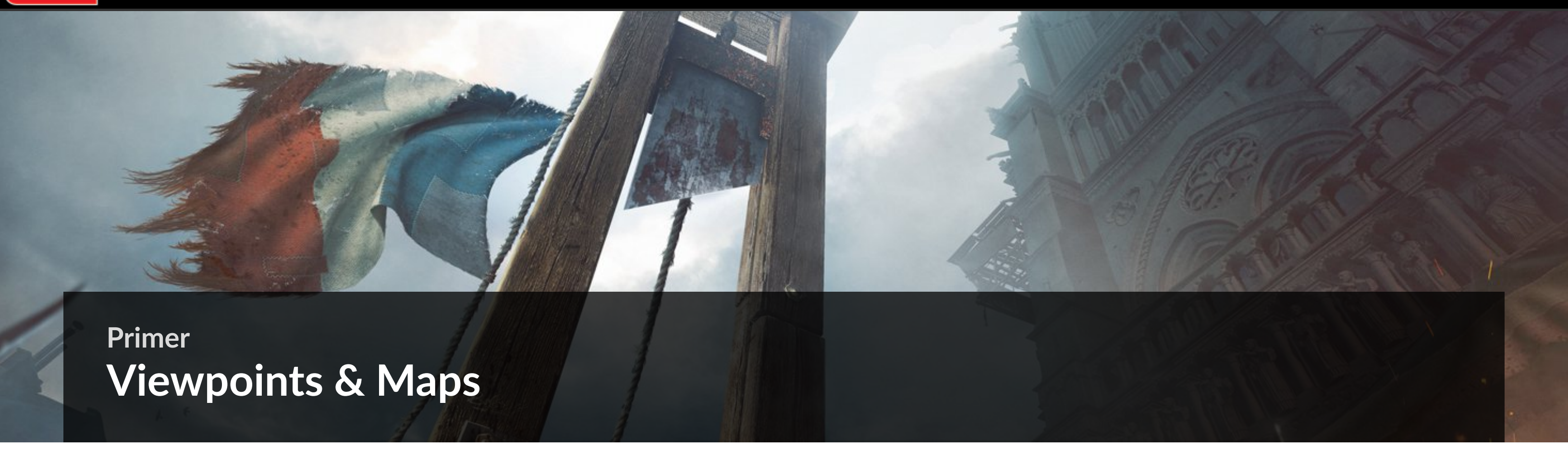


Back Eject: While climbing, release Ⓛ, hold R2 / RT and tap ⊗ / Ⓐ to perform a Back Eject (10). This will cause Arno to spring away from a surface, automatically grabbing a ledge behind him or dropping to the ground.

Swimming

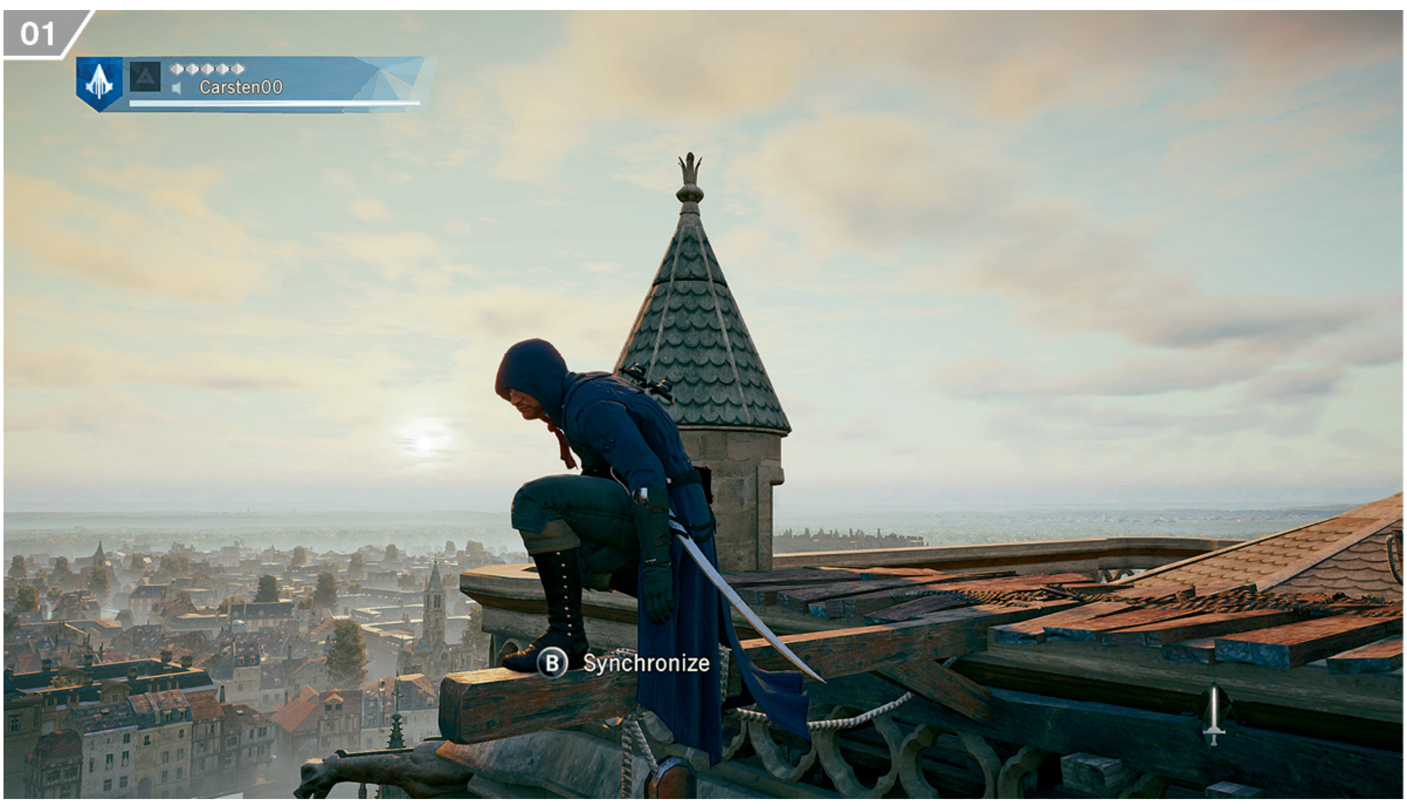
Swim: Use Ⓛ to move in water, and hold R2 / RT to increase Arno's stroke rate.

Exit Water: Arno will automatically switch to wading in shallow water. To climb onto a surface above his position but within his grasp, hold R2 / RT and steer Arno in the appropriate direction.



Viewpoints & Maps

01



When you first arrive in a region, the entire map (and, by extension, mini-map) is blank. Fortunately, Paris is dotted with lofty vantages that Arno can scale, known as Viewpoints (01) and marked with a distinctive icon ( ). After reaching the appropriate summit or perch, you can press ◎ / B to "Synchronize" with the environment.

Synchronizing at a Viewpoint immediately reveals the surrounding terrain, including any points of interest in that vicinity, side quest start positions and other optional activities. Each Viewpoint that you synchronize also becomes a Fast Travel point, which enables you to significantly abbreviate journeys between locations.

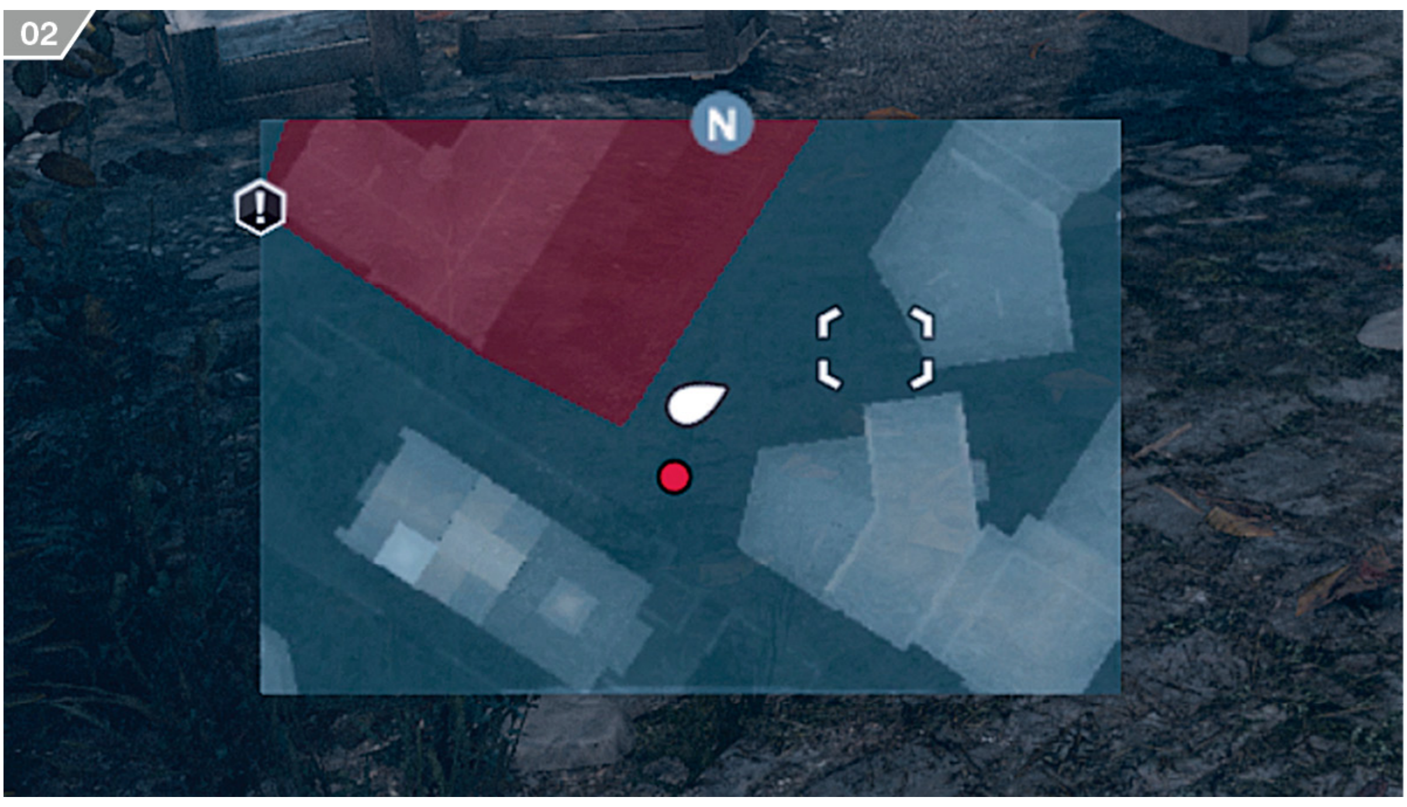
Main Map

You can access the main map at any time during active play by clicking the Touchpad (PS4) or pressing ⧉ . Arno's position is represented by the Assassin crest icon ( ).

Use L to move around the map, R to rotate the camera, and L2 & R2 / LT & RT to control the zoom level. To see a description of any icon on the map, move the cursor over it. You can also press L3 / L to bring up a complete legend for all icons used on the map. Press L1 & R1 / LB & RB to cycle between filters in order to display icons by categories.

Mini-Map

02



The mini-map shows a small portion of the main map (02). The N icon on the outer edge of the mini-map always points north. The white arrow in the center represents Arno.

All places of interest, points of interactivity and active waypoints within Synchronized areas are marked by icons on the mini-map, but disappear once out of the mini-map's boundaries. Some icons, however, appear at all times. Memory Start locations for main story missions, objective-specific waypoints and Custom Markers (placed on the main map) are always clearly displayed. If these destinations lie outside of the current mini-map area, the icons will move to the outer rim of the mini-map to indicate their approximate location.

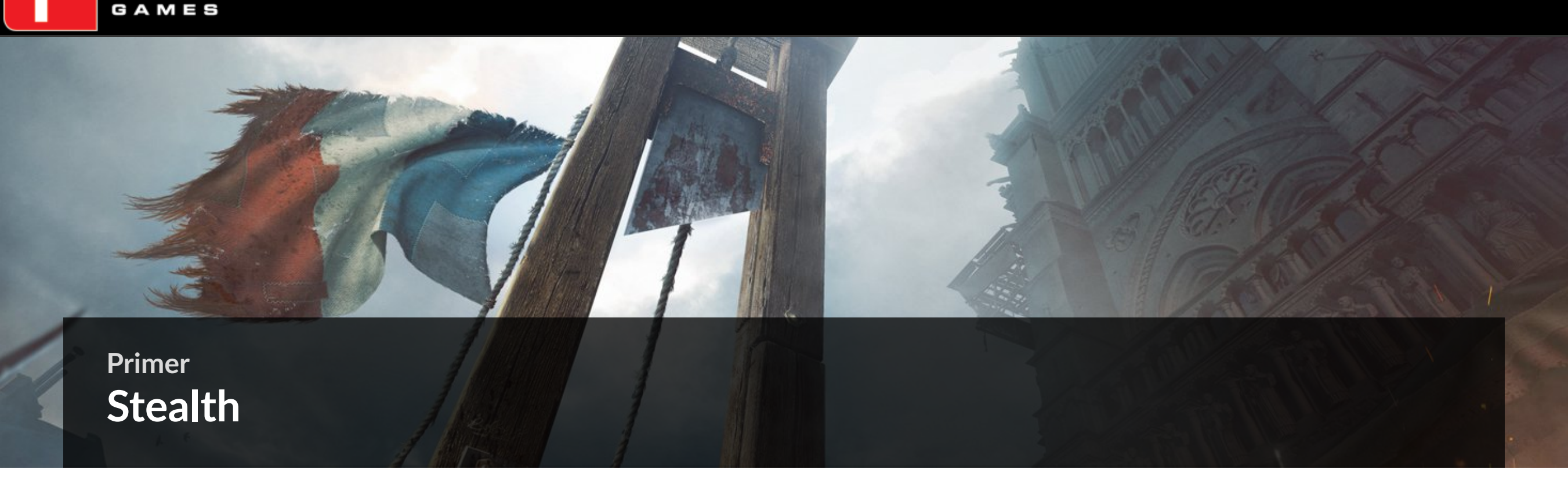
⌜⌟ Custom Marker

Though the main map screen is useful for route planning and gaining an understanding of the distances involved in many endeavors, one of its most useful features is the ability to set a Custom Marker waypoint with ⊗ / A. This can be used to explore without losing your bearings, or to break long or complicated journeys into discrete sections.

Using a Custom Marker to highlight a map icon (such as a shop or Viewpoint) will make the site in question appear on the mini-map, even if it is a great distance away. You will also notice an icon appear on the main screen when you face the direction of your target (even if obscured from Arno's view), accompanied by a distance measured in meters. Among other benefits, this helps to simplify the process of finding known collectibles and identifying the precise position of Viewpoint Synchronization platforms.

KEY MAP ICONS

◊	Arno
❗	Main Story Mission
⬢ ●	Ally
⬢ ●	Target
⬢ ●	Destination
● ▲	Enemy
⊕ ⊕	Enemy Marksman
🦅	Viewpoint
⌜⌟	Custom Marker



Primer

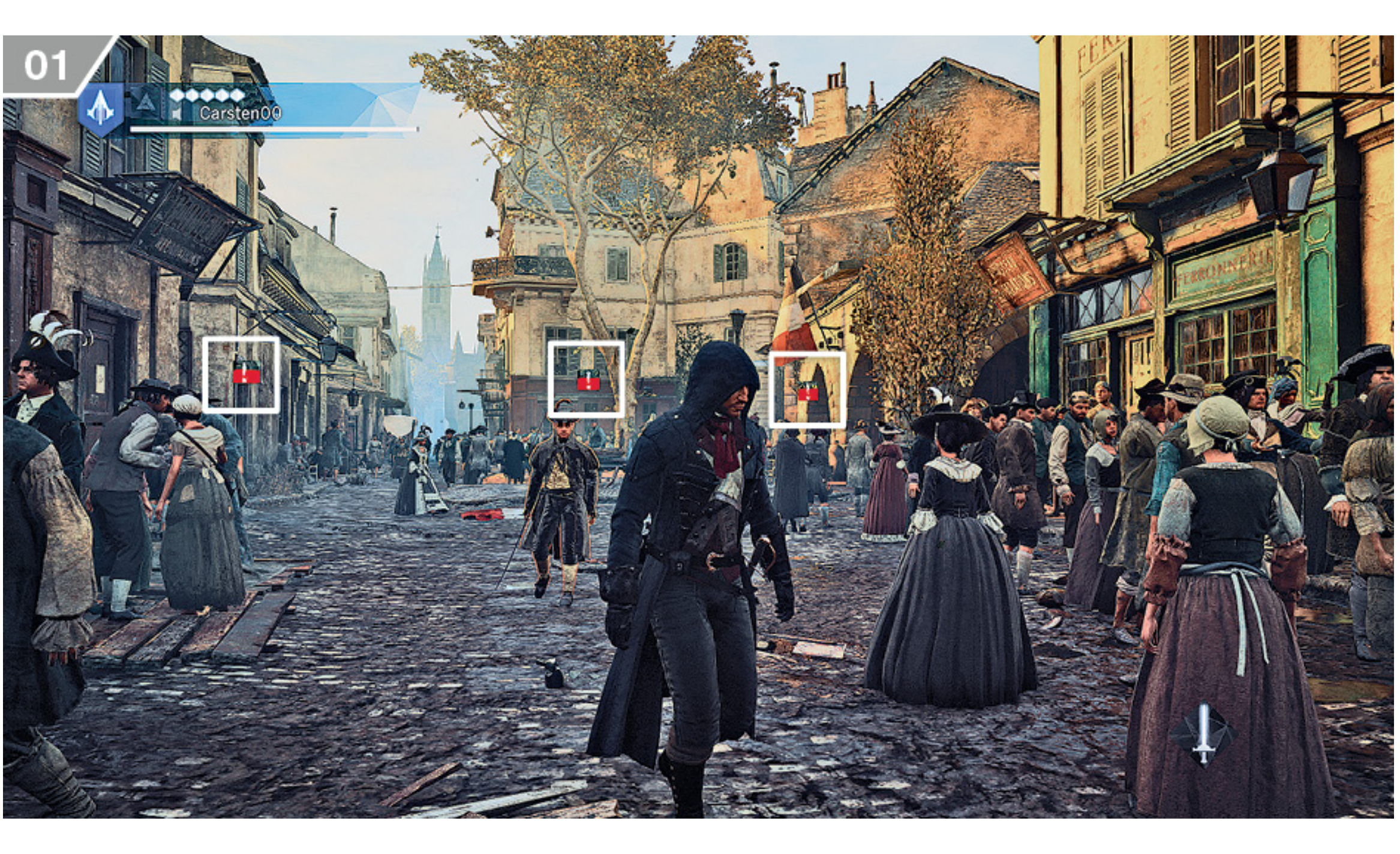
Stealth

Though more than capable of distinguishing himself in any kind of fight, there are many instances where Arno's interests are best served by avoiding open conflict. You will often take part in scenarios where stealth is mandatory or could lead to a more rewarding outcome.

Low Profile & High Profile

The first lesson you should learn about stealth in Assassin's Creed Unity is that if you can't stay out of sight, you should at least do your utmost to be as unobtrusive as possible until you can disappear. There is a clear distinction made between the types of actions you can perform. Those that are described as High Profile – such as sprinting, free running and attacking – are likely to draw attention, whereas Low Profile behavior pretty much entails acting like a nondescript citizen or staying well out of sight. As a general rule of thumb, actions performed while holding the R2 / RT belong to the High Profile category, and are often incompatible with stealth approaches.

Detection Icons & Enemy Behavior



A distinctive icon appears above the heads of potential hostiles – or, if they are currently off-screen, in the HUD belt that surrounds Arno, with the icons representing their approximate position – whenever Arno is arousing their suspicion (01). These visual indicators are accompanied by distinctive audio prompts, and appear under the following basic conditions:

- If Arno performs antisocial or extravagant, High Profile actions – such as acts of violence, or theft.

- Whenever Arno is seen trespassing in a Restricted Area, highlighted in red or blue on the mini-map, or if his current objective leads him to a place where his presence is unwelcome.

- If Arno is known to potential assailants. For example, there are Templar-funded Extremists on the streets of Paris who may recognize the Assassin if he lingers in their vicinity. Many missions feature situations where guards or hirelings will attack without fail once they identify him.

- Special conditions that determine that certain individuals are set at a high state of anxiety or alertness – for example, a target that you must follow as a mission objective.

Detection Icons are extremely easy to interpret.

! A Detection Icon with a **yellow** hue appears when Arno is positioned within an enemy's field of vision. Retreating calmly to a safe distance, hiding, or just breaking the direct line of sight between Arno and potential assailants will eventually cause the notification to disappear. This first stage of detection is something to respect, but not fear – especially when enemies are distant. In a sense, it represents the kind of casual curiosity or suspicion that can be allayed instantly.

! When the Detection Icon turns **orange**, potential hostiles will actively pay attention to Arno, and will approach him to investigate. The best way to evade this heightened scrutiny is to move out of sight and put at least one additional corner between you and Arno's "Last Known Position" (more on which shortly). If potential hostiles find nothing there, or within the immediate area, they will soon return to their posts or patrols. In Restricted Areas, this step is skipped and Detection Icons turn directly from yellow to red.

! When the Detection Icon turns **red**, Arno is identified, which will cause all nearby antagonists to attack. Once hostilities commence, all potential adversaries in the vicinity will seek to engage Arno in combat, or give chase

if he attempts to flee the scene. You can resolve the situation by killing all active hostiles, or escaping. When Arno vanishes from the eyes of pursuers, they will eventually abandon their search, but won't immediately forget about him. As long as their Detection Icons remain red, gradually shrinking to a smaller size, this means they still remember Arno and will attack on sight.

Detection Tips

- The rate at which the Detection Icons progress from yellow to red is determined by Arno's actions and the proximity of potential aggressors. High Profile actions such as climbing accelerate the process, so it's usually wise – unless flight is necessary – to walk out of sight or into a suitable place of concealment (such as a crowd). Suspicion rises slowly at a distance, but speeds up significantly when a guard is closer. At very close range, detection can be instantaneous.

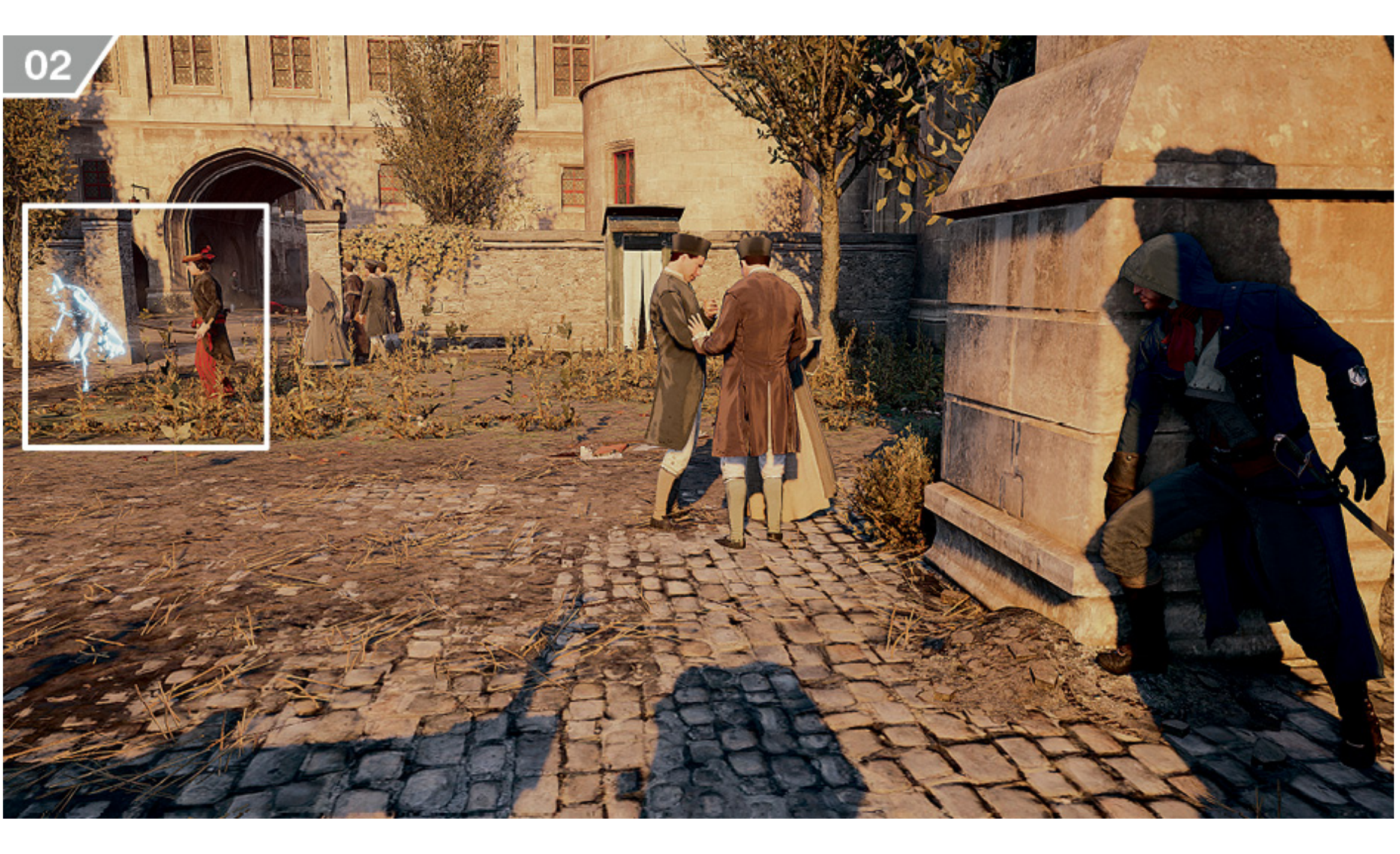
- Many potential hostiles are less than vigilant, and will not respond to brief sightings. More dedicated enemies will actively stop their current activity (such as a patrol or guard duty) to investigate a brief glimpse of Arno. After a pause where they peer in his direction, they will approach him – or, should you wisely move him out of sight, their last sighting of him. As long as they cannot see Arno, they will return to their original post or patrol.

- In some situations, particularly when Arno is trespassing or seen in a Restricted Area, the initial suspicion phase is greatly accelerated – and there are even times where guards practically attack on sight. In such instances, ensuring that you do not clearly enter their field of view is of paramount importance.

- As Detection Icons can be seen through solid surfaces (and on the HUD belt that surrounds Arno), you can use them to track the movement of an enemy and judge where to hide, or when it is necessary to reposition the Assassin to avoid detection.

- During escape sequences, look around carefully before you emerge from your place of concealment. Even though combat may have effectively ended, some aggressors in the area may still have red Detection Icons. In these instances, even a brief glimpse will be sufficient for hostilities to be resumed. If you wait, you will eventually see the icon disappear as the enemies in question go about their former business.

Last Known Position



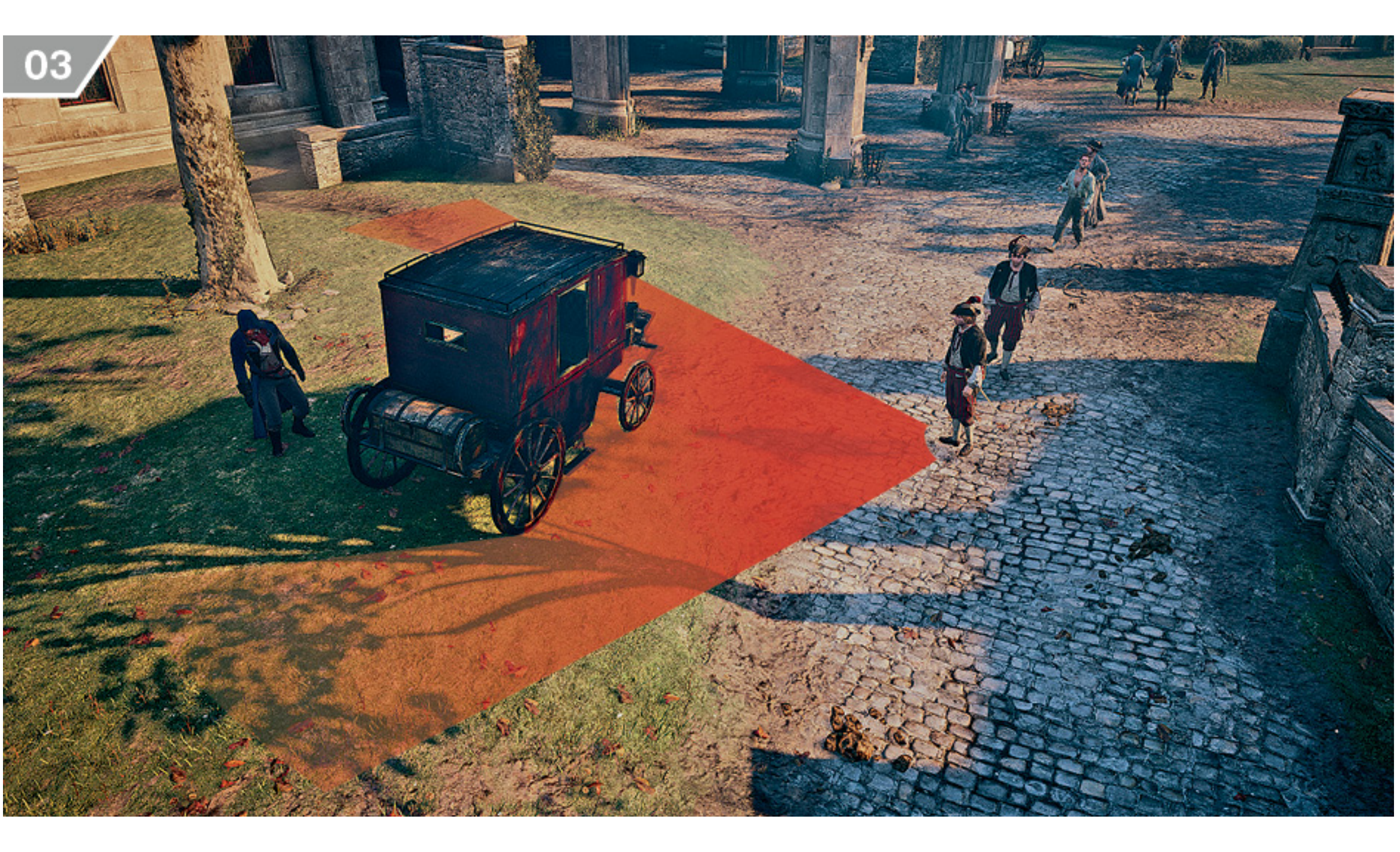
A new feature in Unity is the Last Known Position device, which gives a clear (and extremely useful) indication of the exact moment when Arno disappears from the view of all engaged hostiles. The Last Known Position is represented by a frozen blue "ghost" of Arno (02) that appears at the very moment that aggressors lose sight of him. Pursuers will rush to that position if they can and search for Arno in the vicinity. If an enemy spots Arno again, the "ghost" will disappear immediately.

The Last Known Position feature can be exploited to lure assailants to very specific positions: for example, to draw sentries away from a doorway. While they investigate Arno's apparent avenue of escape, you could then double-back via a different route to pass through the entrance without further incident. It is also a great way to set up ambushes in secluded areas.

Line of Sight

Guards can only see Arno if he moves into their line of sight. This invisible yet predictable cone of vision extends in the direction they are facing, but is interrupted by solid obstacles (03).

In missions where Arno is required to follow targets and keep them within sight, different rules apply. In such instances, it isn't his actual field of vision that is taken into account: the only concern is that you maintain "visual" contact with your positioning of the game camera with Ⓡ, irrespective of what Arno himself can see.



Blend

When in close proximity to groups of three or more civilians, Arno will automatically "Blend" in with them, enabling him to hide in plain sight. In bustling urban areas, Blending is the most common and effortless method of avoiding detection. The process of entering and exiting a Blend situation is always accompanied by visual and audio effects.

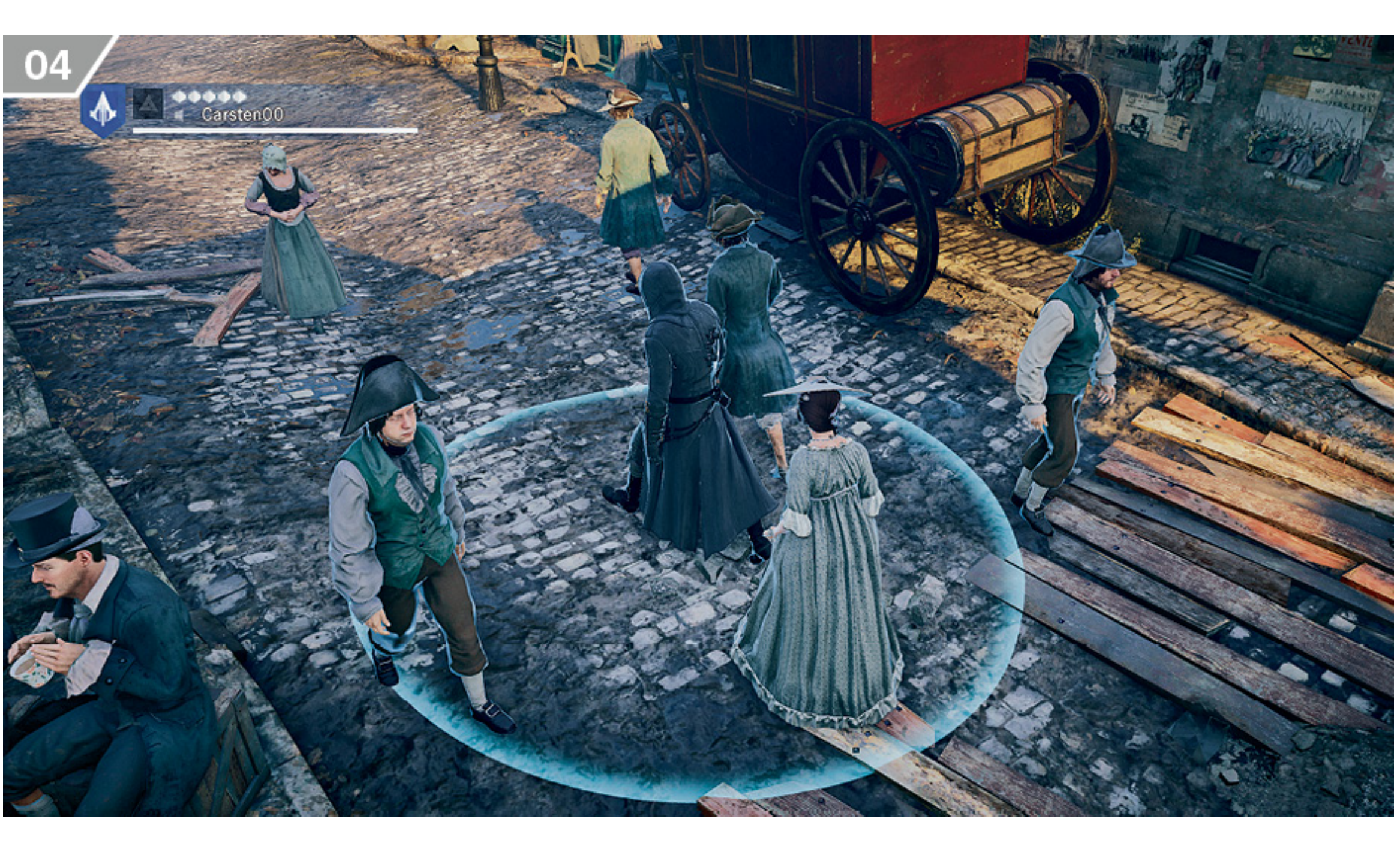
- During a Blend, a distinct blue circle appears on the ground to indicate the borders of the effect (04), which can be useful when you attempt to make seamless transitions from one group to another on a busy street.

- Arno must be standing still or walking to Blend. While Blending, he is effectively invisible to most potential enemies and individuals that he must follow or avoid.

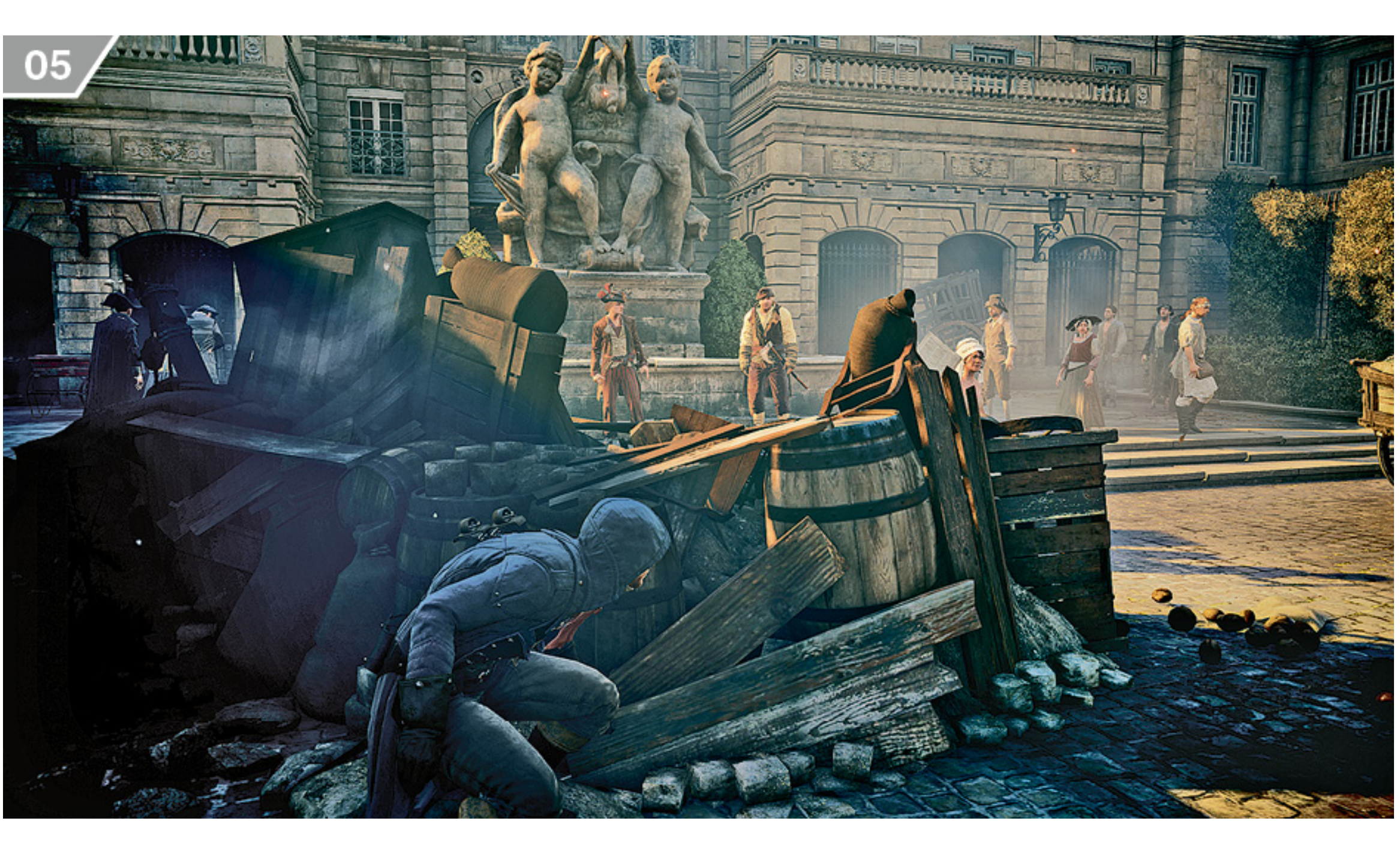
- Entering a Blend will often allay the suspicions of nearby hostiles. More alert enemies, however, may walk over to investigate and disperse the crowd, in which case the subterfuge falls apart instantly. In these instances, you will usually need to quickly move between different groups – or leave a public thoroughfare in favor of a back alley – to evade the potential assailant.

- When Arno exits a Blend, there is a short period of grace where he remains effectively invisible. You can exploit this to transfer between different groups of citizens, or move safely out of sight.

- Illegal or reprehensible actions can immediately break a Blend. In open conflict, citizens will often back away or flee from Arno as he approaches them, which makes Blending impossible.

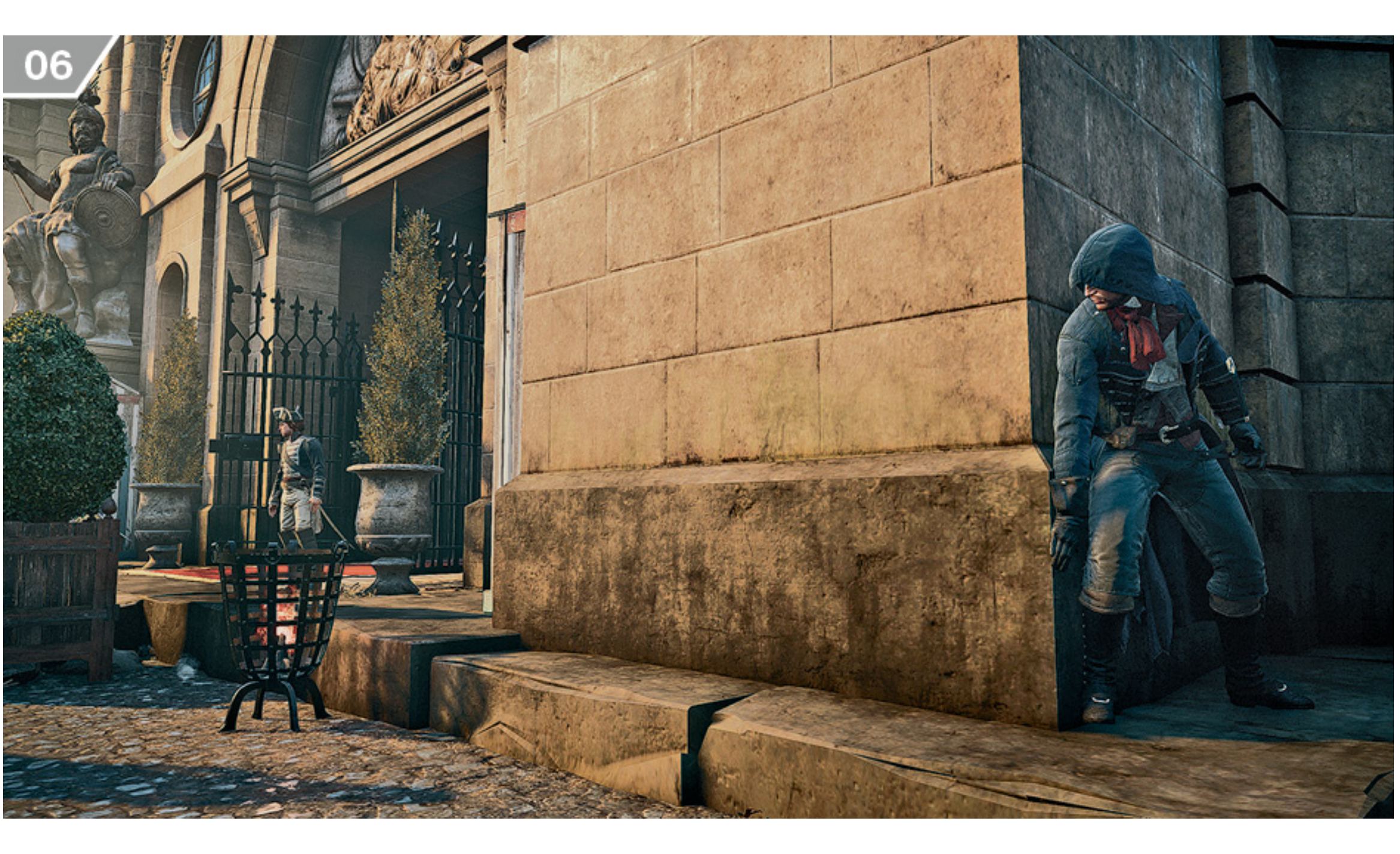


Stealth Mode



Use L2 / LT to activate Stealth Mode (05). You can either hold the button then release it to deactivate Stealth Mode, or tap the button to toggle the mode on and off. Stealth Mode reduces both Arno's visibility and the level of noise he generates while moving. With this ability, you can even pass directly behind a guard without attracting their attention. It can also enable you to remain concealed behind low obstacles (such as furniture, crates, walls and fences) to avoid the eyes of nearby sentries and passing patrols.

Using Cover

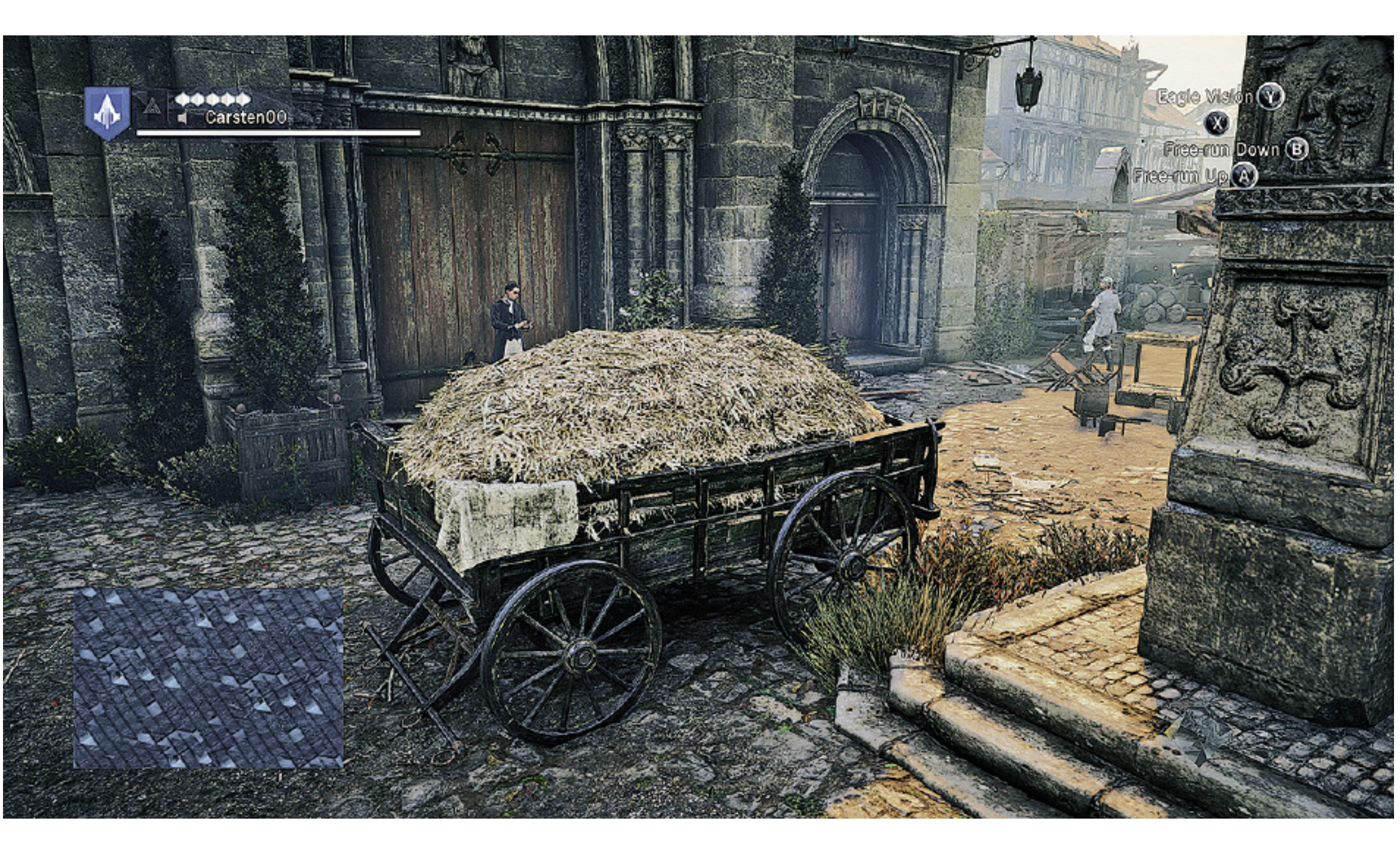


If you approach any suitable flat surface and press ⊗ / Ⓐ, Arno will press his body against it. This will also partially "lock" his body to the surface until you press the Cover button again, or pull away from the surface with Ⓛ. This can be useful to stay completely out of sight behind a low obstruction as you move neatly along its length, for example, or to press against a corner and study the path ahead without moving into plain view (06). You can even assassinate nearby guards while behind cover. This doesn't render Arno entirely invisible, however, as anyone approaching from certain angles may see him clearly: common sense applies with this feature.

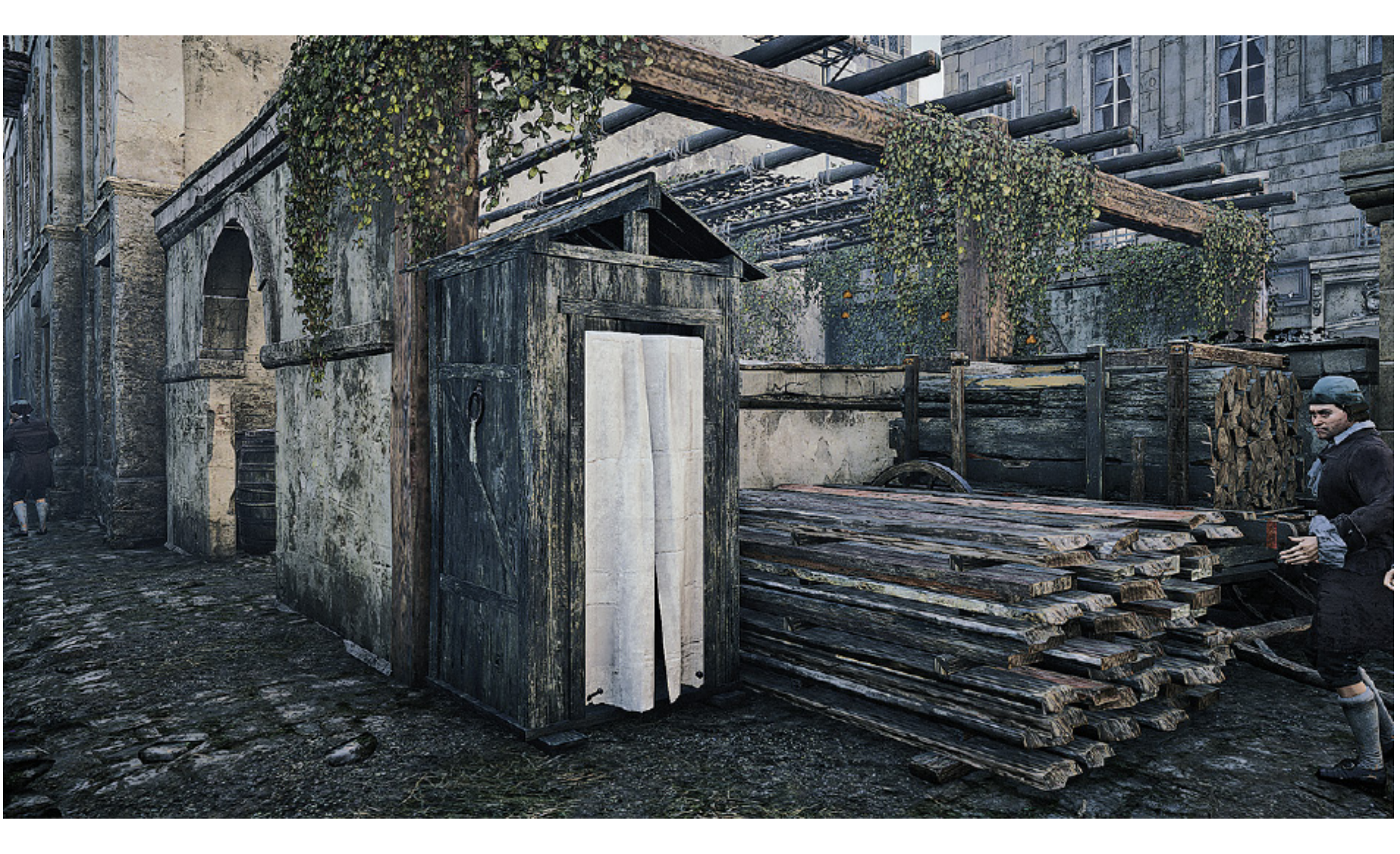
There are instances where Arno can make swift transitions between cover elements in close proximity. Press Ⓛ in the direction of the next piece of cover in line. If the "Swap Cover" command appears in the Controls HUD in the top right-hand corner of the screen, tap ⊗ / Ⓐ to make Arno crouch-run to the new position without standing up.

Hiding Places

When Arno needs to survey his surroundings without potential interruptions, execute a silent assassination, or escape a pursuing mob, entering a hiding place is often the best course of action. There are many different varieties of hiding place, which we will introduce after these tips and guidelines:



Piles of leaves, **soft branches**, **hay** or **produce** are the most common forms of hiding place.



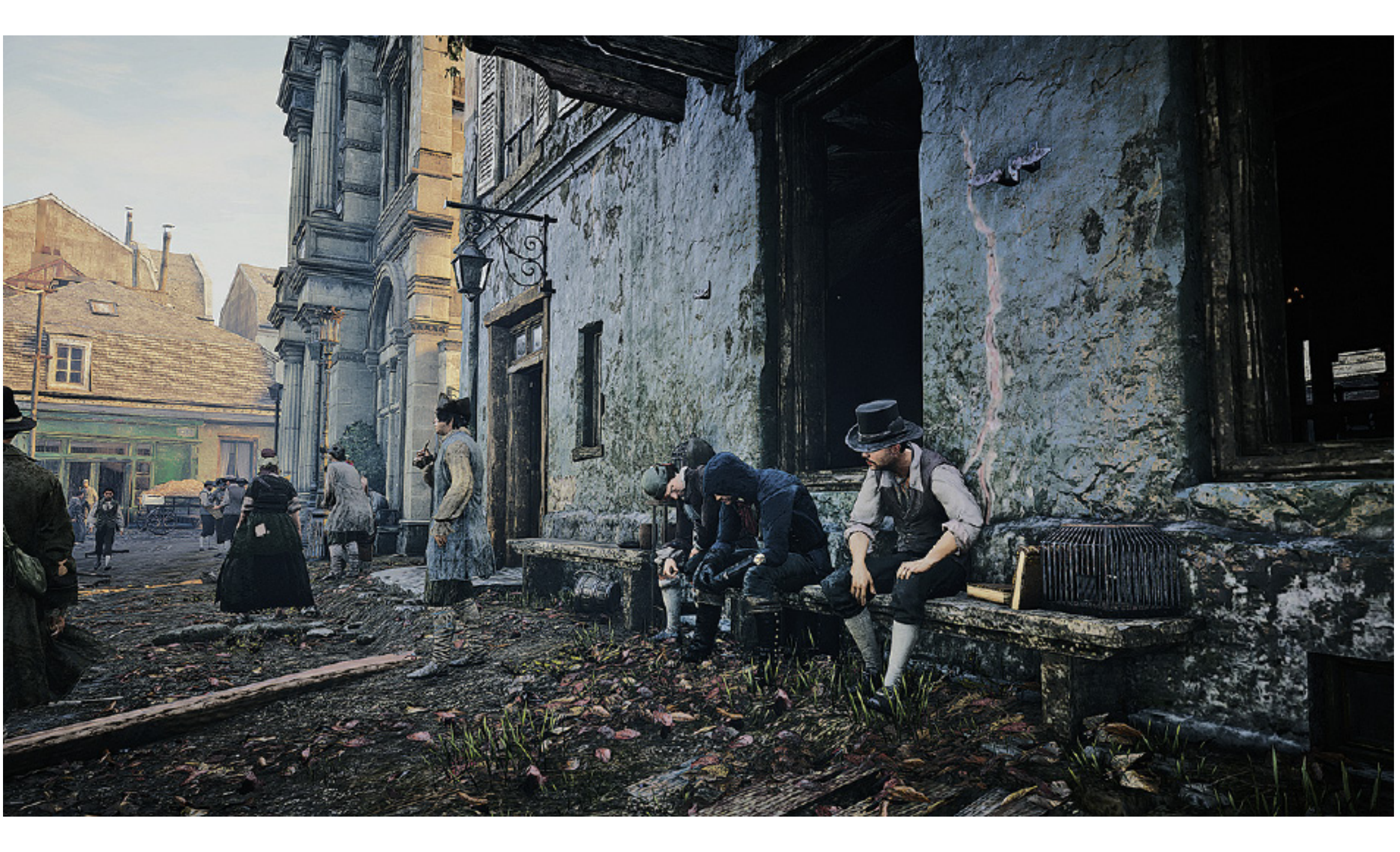
Outhouses are perfect hiding places, as they are usually found in alleyways and at the backs of houses.

- Direct Arno into a hiding place to make him disappear. With "soft" hiding places (such as piles of leaves or hay), you can also enter via a Leap of Faith or a standard jump from above.

- If you can break a clear line of sight between Arno and his pursuers, entering a hiding place and remaining still will usually enable you to end open conflict. If Arno is seen entering the hiding place, however, he will immediately leap out: you cannot use them while hostile witnesses can see him.

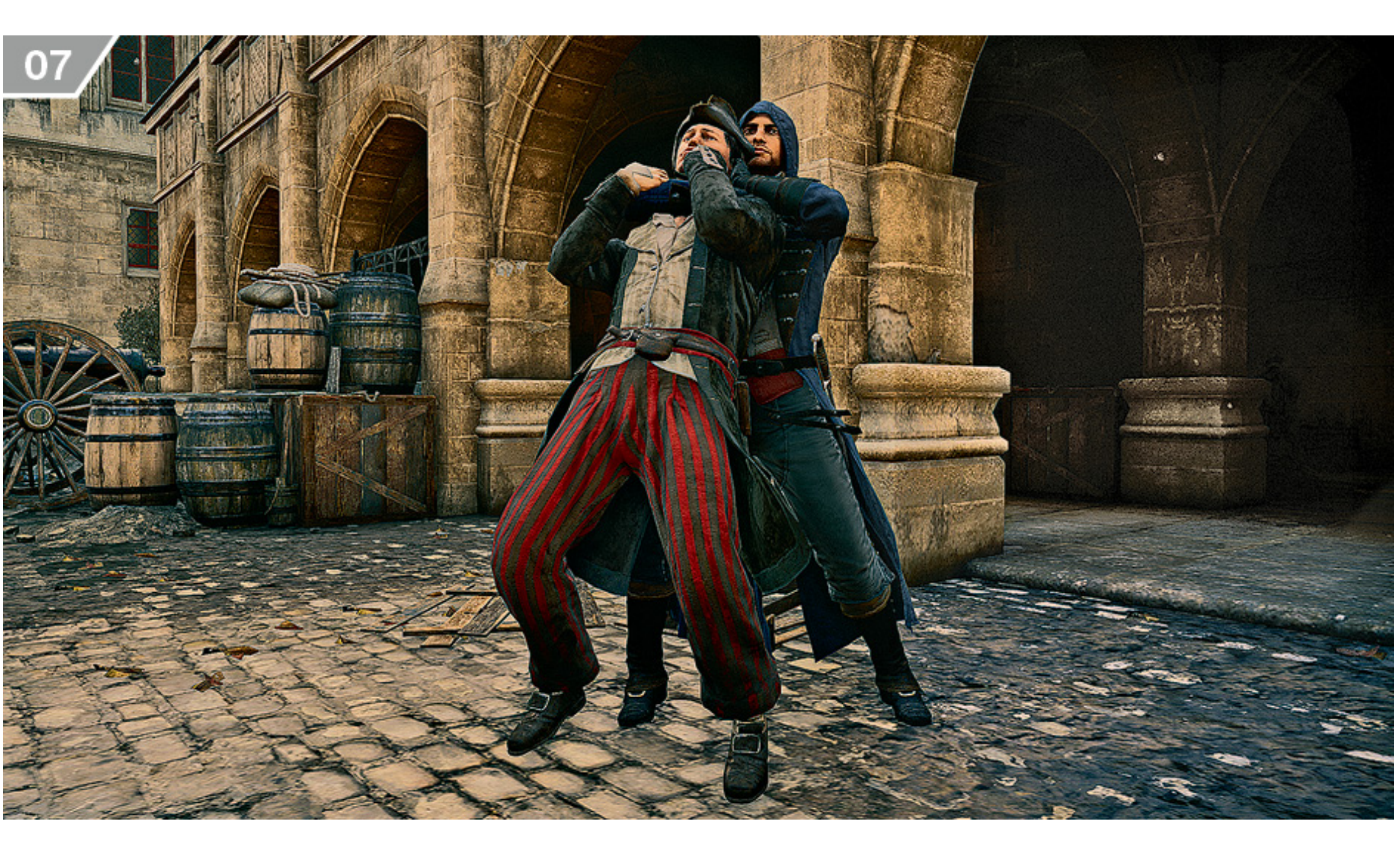
- Handily, hiding places appear as blue triangles (▼) on the mini-map whenever Arno is in open conflict.

- Hiding places are also used for some of the most efficient stealth assassination techniques.



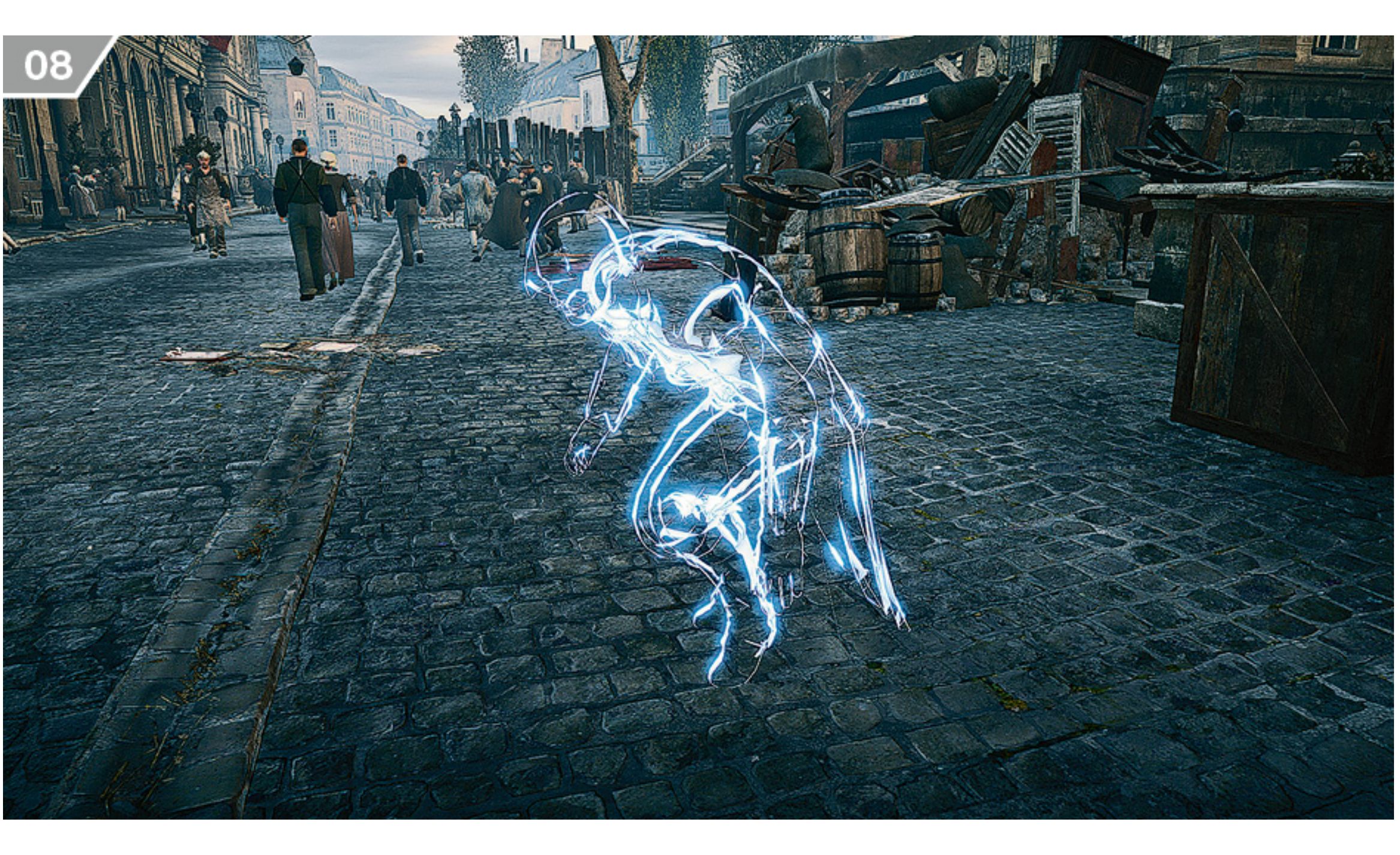
Benches often offer a spare seat from which Arno can seem entirely unobtrusive, as long as there are other civilians sitting on them.

Knock Out



During stealth sequences, you will often encounter lonely guards or sentries that can thwart your plans or put you in danger. As skirting around such threats is not always an option, you will sometimes need to eliminate them. This can be achieved by performing either assassinations with ⊡ / Ⓧ or non-lethal takedowns with ◎ / Ⓑ (make sure you hold the button until the target is fully incapacitated, otherwise he will raise the alarm). Knocking out enemies takes more time than killing them, but can be very useful if your objective in a mission is to avoid slaying any adversaries (07).

Vanish

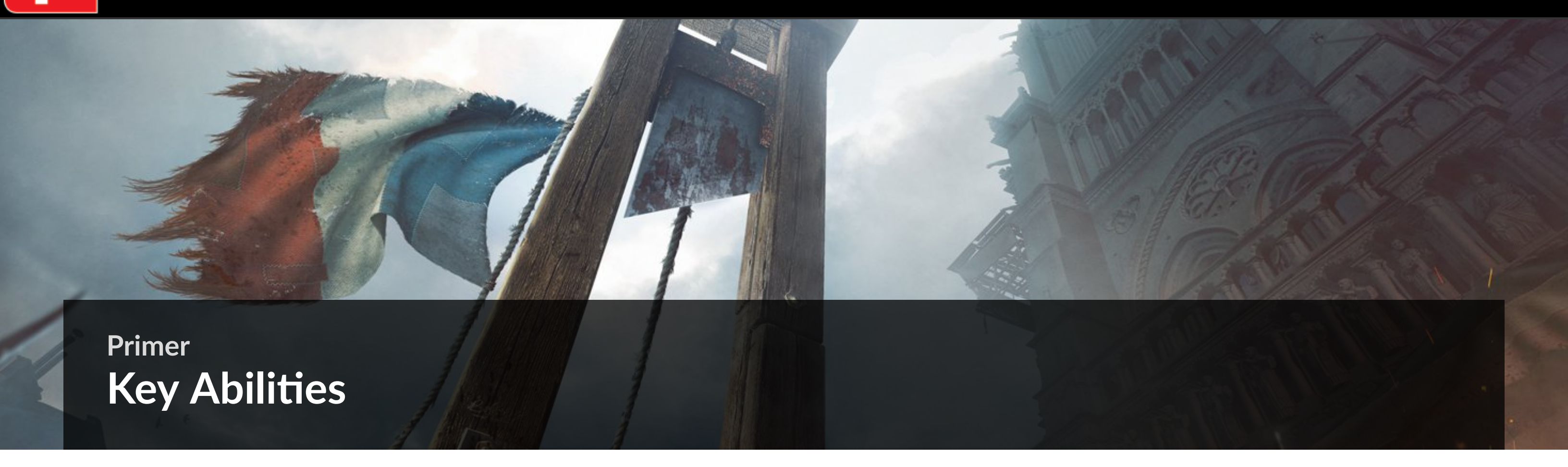


Even the most carefully planned stealth infiltrations can go awry. Whenever Arno is identified and conflict begins, fighting can be a valid strategy – but flight is often the most practical solution.

- The first step to escaping is naturally to turn tail and run, moving Arno out of sight of his chasing opponents. At this stage, Smoke Bombs can be highly effective.

- The moment your pursuers disappear from the mini-map or you vanish behind a solid obstacle, the blue "ghost" that indicates Arno's Last Known Position will appear (08). If you can move further away or find a secluded place of refuge (such as a hiding place) without being seen, the hostiles will eventually give up the chase. If Arno is spotted by an alert opponent, however, the pursuit begins anew.

- Using free run courses and taking to the rooftops can be an effective way to put distance between Arno and the soldiers on his tail, but be careful to look out for sentries positioned at elevated vantage points and pay them a wide berth. From a rooftop, a Leap of Faith into a hiding place often works well to end a chase.



Primer

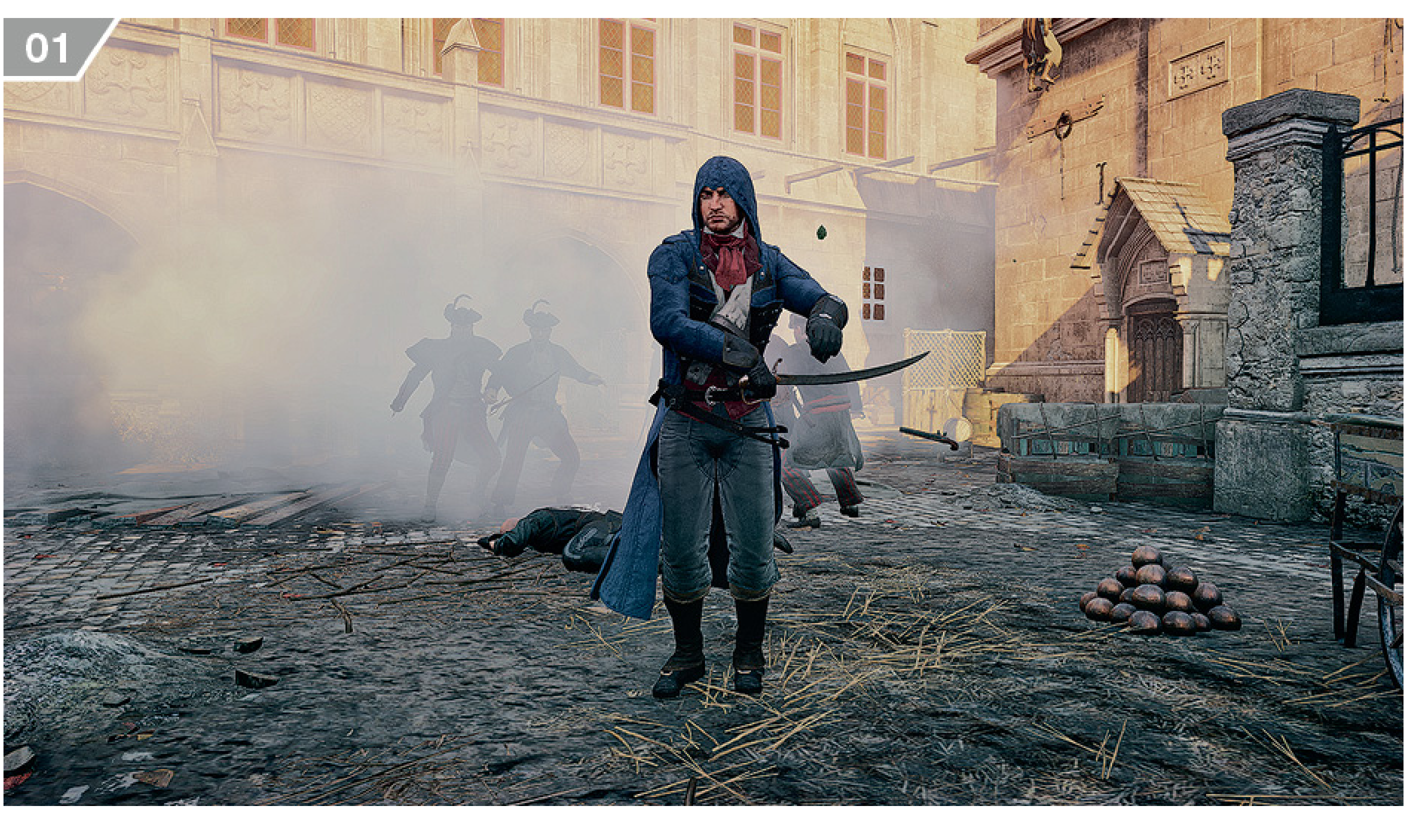
Key Abilities

Tools

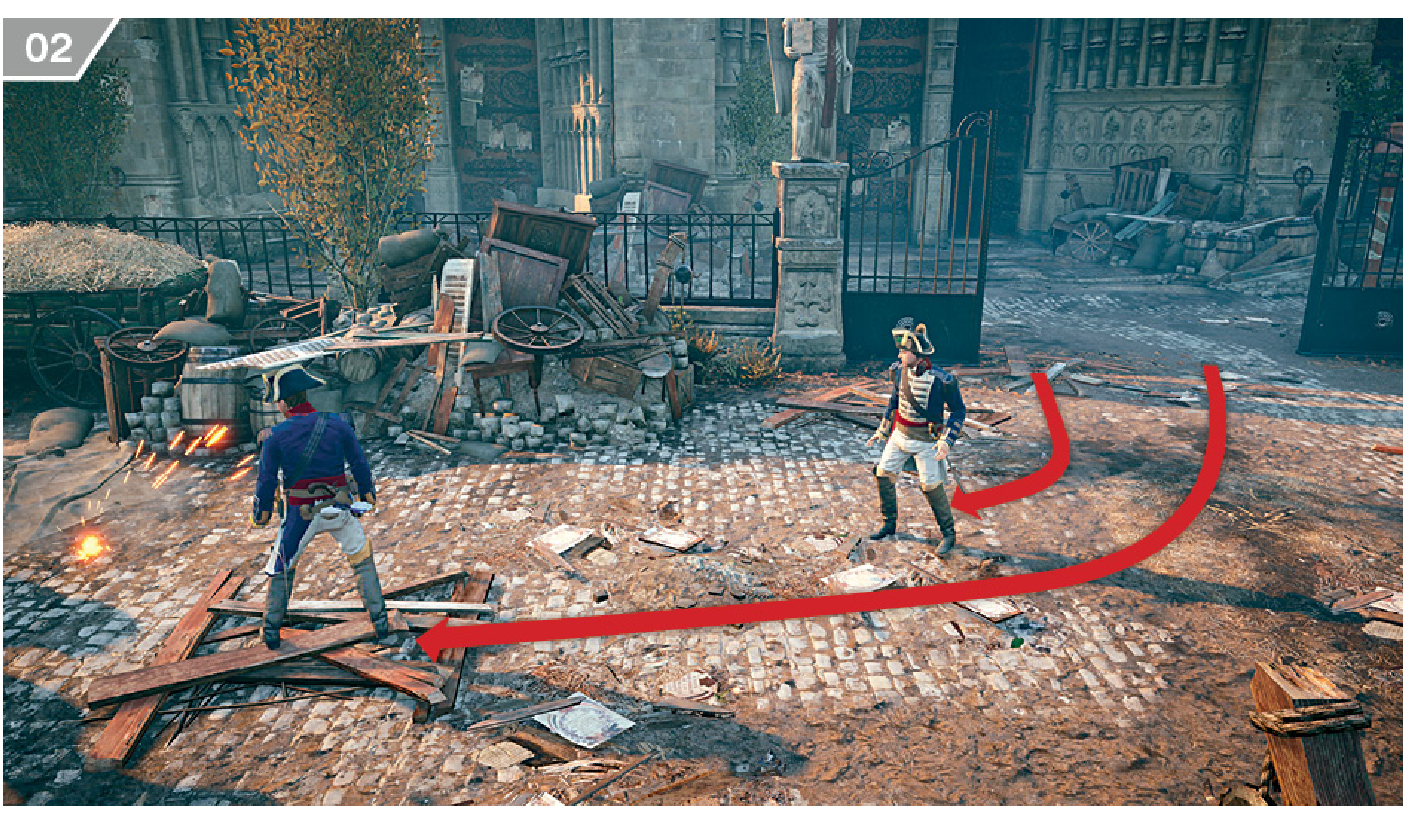
Arno has access to an increasing range of Tools as the story progresses. These can be selected with ✥ , and used with R1 / RB (tap for an instant use, hold and release to aim with R first). If need be, you can cancel the aiming process with ◎ / B .

In the opening hours of the adventure, there are two Tools that can be extremely useful.

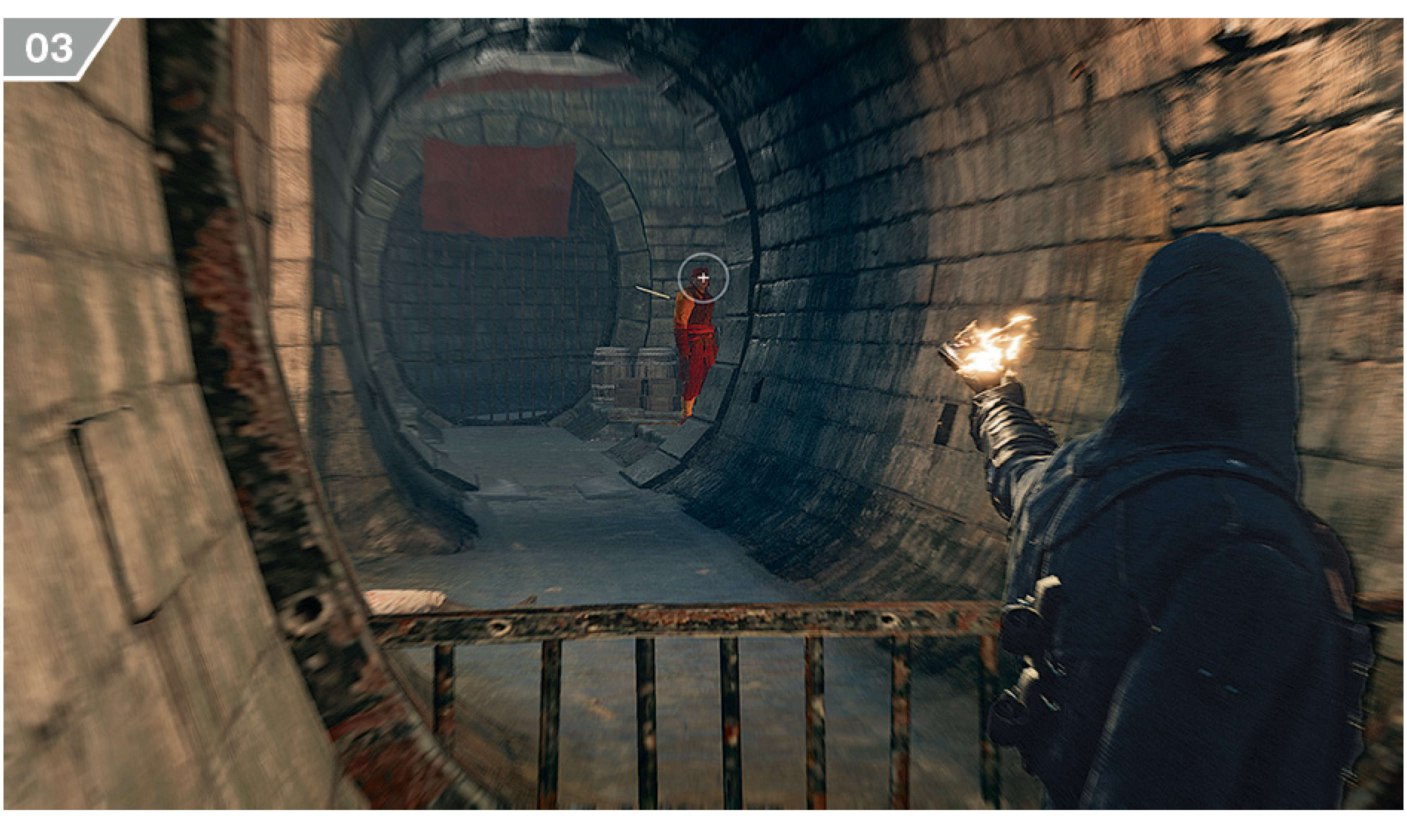
Smoke Bombs: These are of utility when escaping combat. They are particularly effective when employed to blind pursuers (01 .



Cherry Bombs: These will attract enemies – and allies – to the location where they explode, creating opportunities for a stealth approach. You can use this, for example, to draw a sentry away from his post (02).

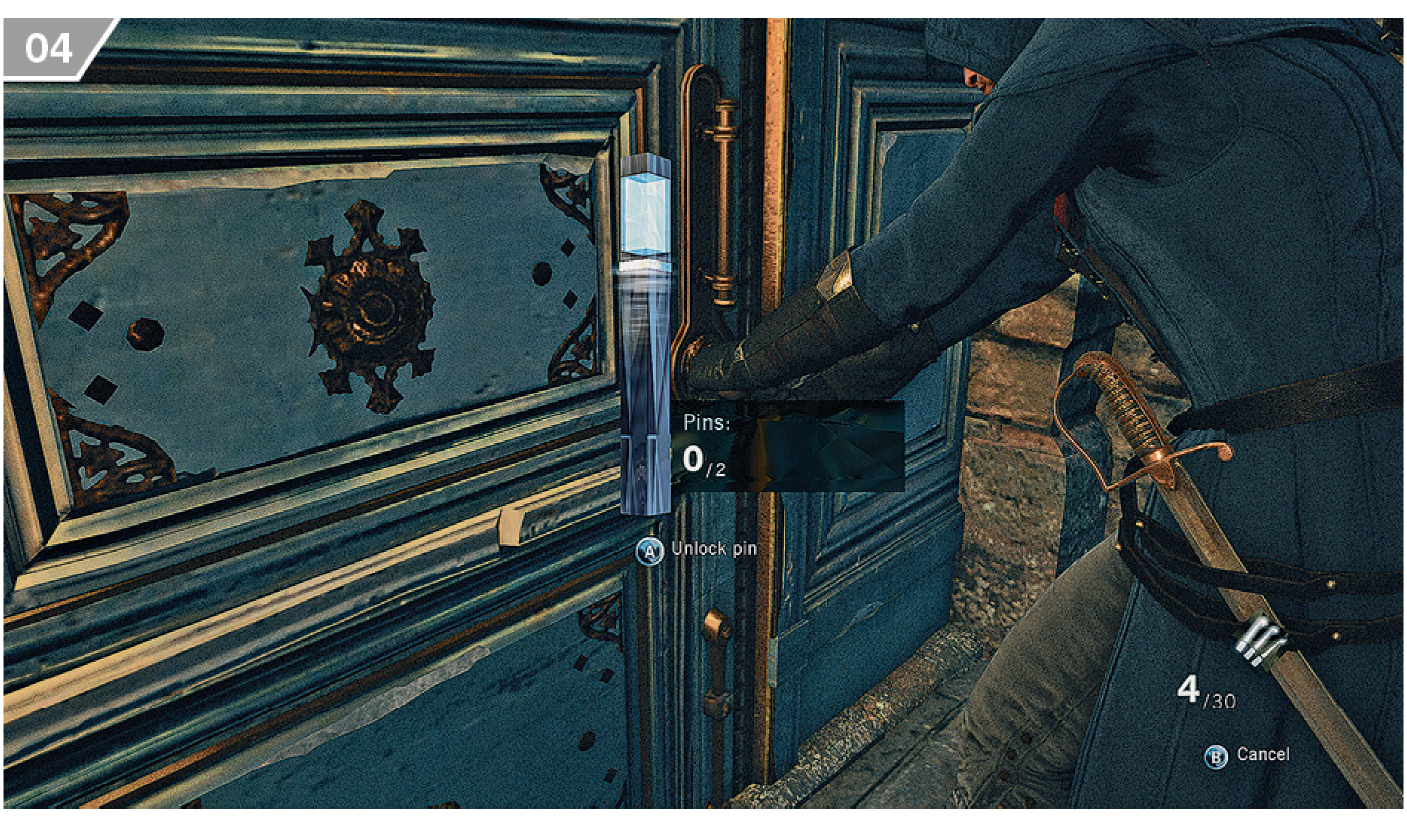


Ranged Weapons



Arno's arsenal of ranged weapons is gradually expanded as you progress through the story, though all of them are used in the same way. Select your weapon with ✥ . You can fire by tapping L1 / LB . Alternatively, hold the button to facilitate manual aiming with R then press R2 / RT to fire (03).

Lockpicks

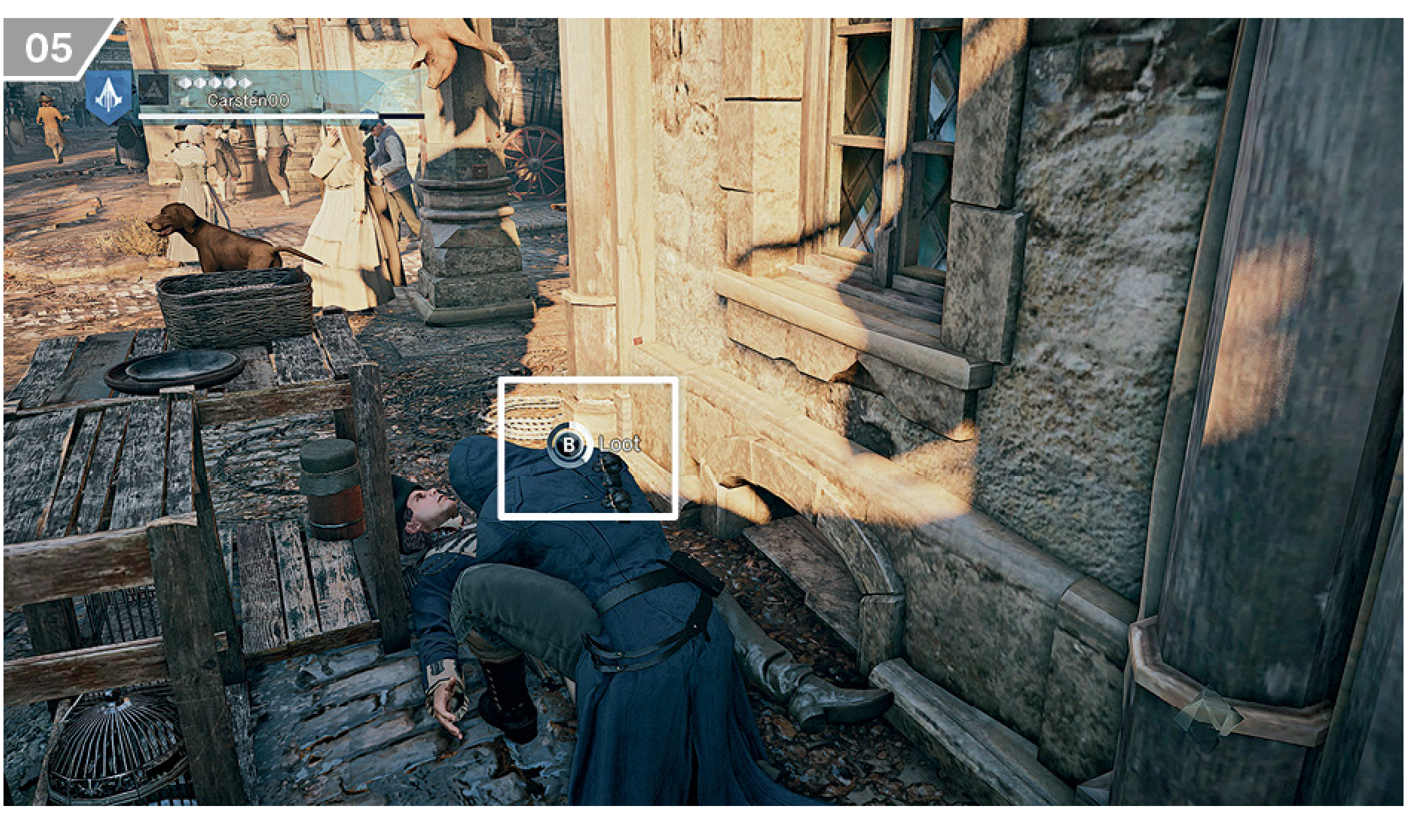


When you attempt to open certain doors or chests, you will sometimes need to play a minigame to pick the corresponding lock. All you have to do is press ⊗ / A when the cursor passes through the colored segment (04) to unlock each pin (from one to three). For every failed attempt, you consume a lockpick.

Health Potions

As long as you have at least one Health Potion consumable in your inventory, you can instantly top up your Health Bar by pressing ✥ This can even be activated during a battle.

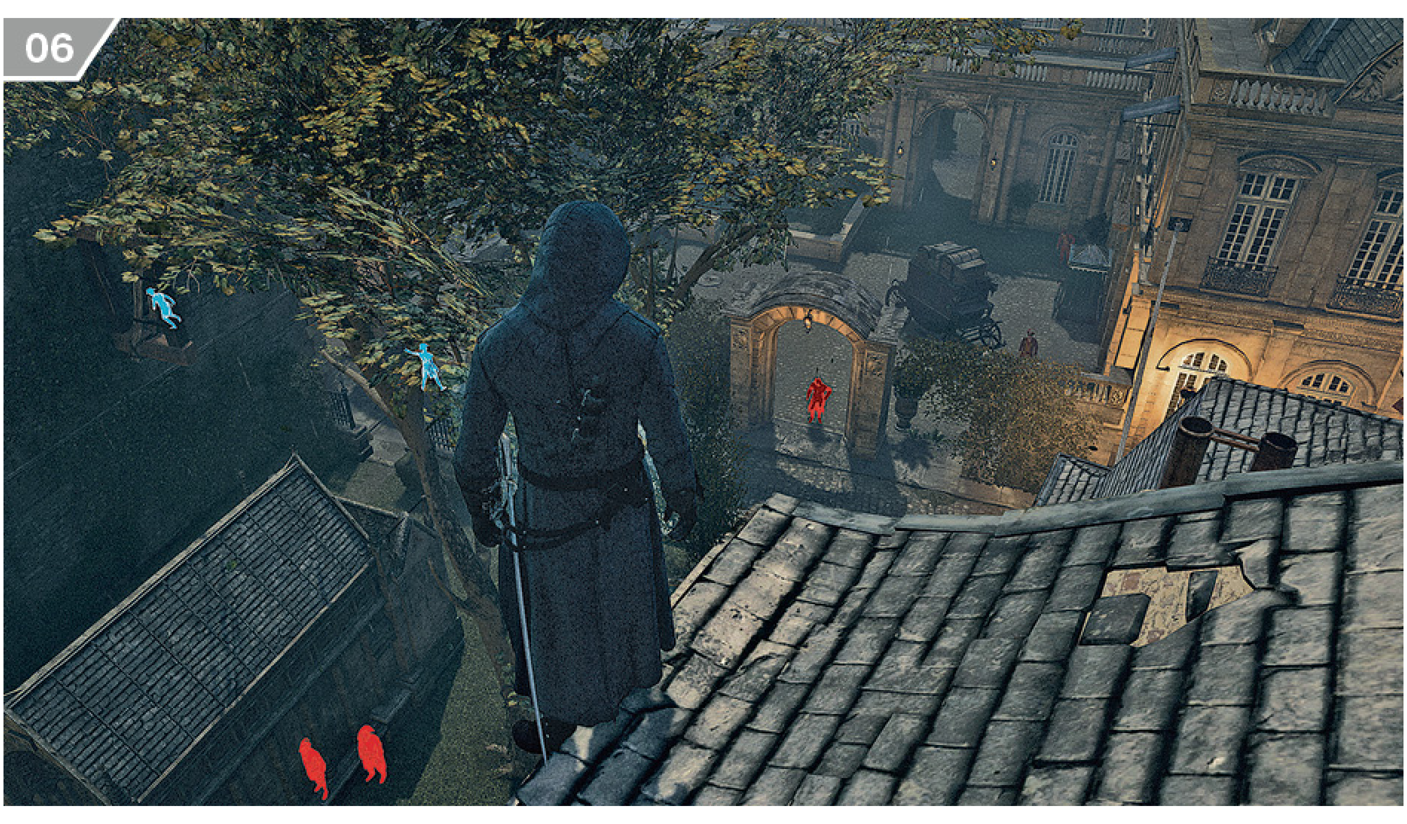
Looting



To loot a body, stand over it and hold ◎ / B (05) until the circular meter fills. Adversaries may occasionally carry ammunition and Tools, but generally have a small sum of currency for Arno to appropriate.

Looting is naturally regarded as a criminal activity, and may cause citizens to move away from Arno, removing potential Blending opportunities. It may also lead to a violent response from any guards or patrols that witness the act.

Eagle Vision

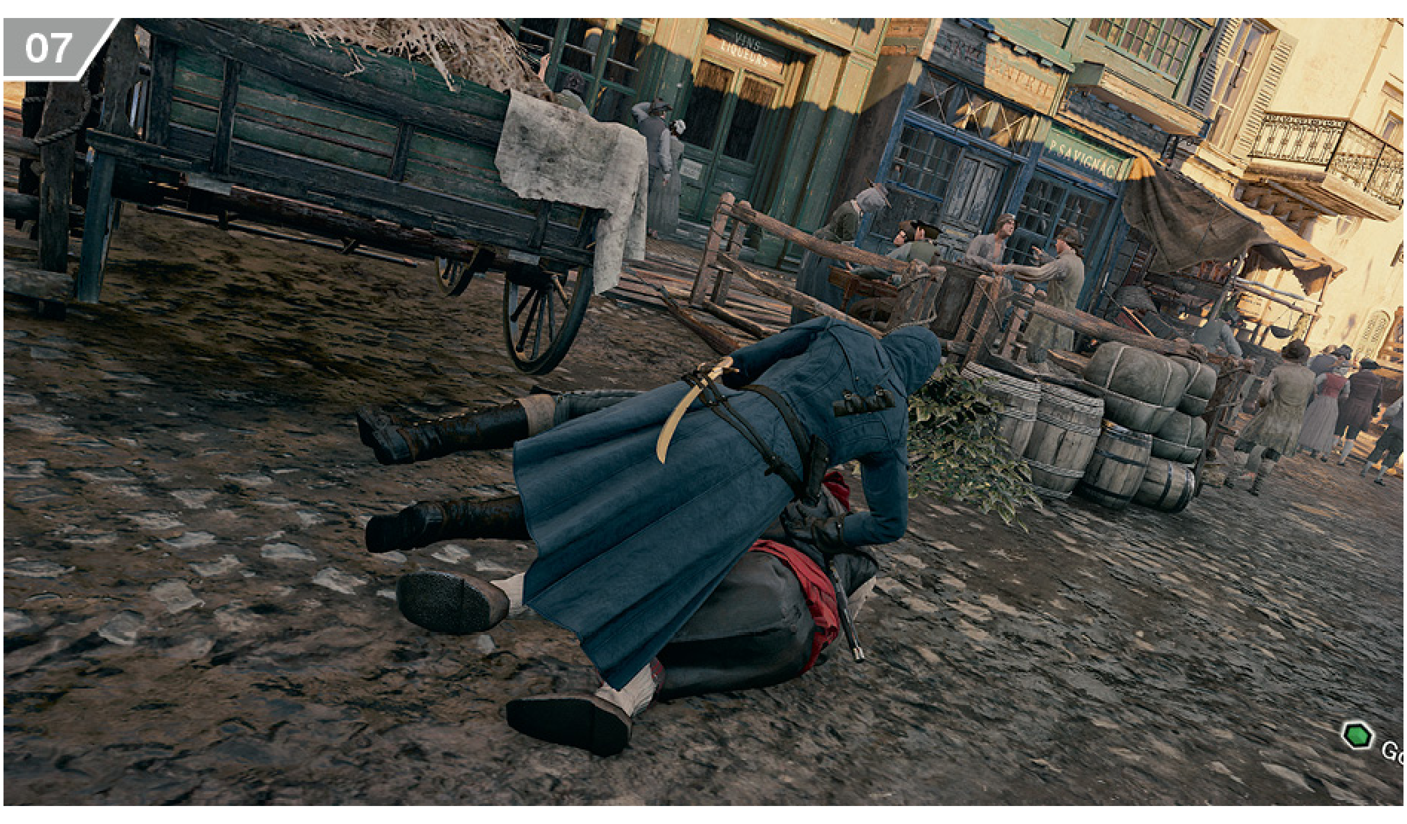


Eagle Vision has many different applications. After you press △ / Y to activate it, Arno's perception of the world changes (06). It is automatically deactivated after a few seconds or if you press the button again. Once deactivated, there is a brief cooldown period that must elapse before Arno can use the ability again.

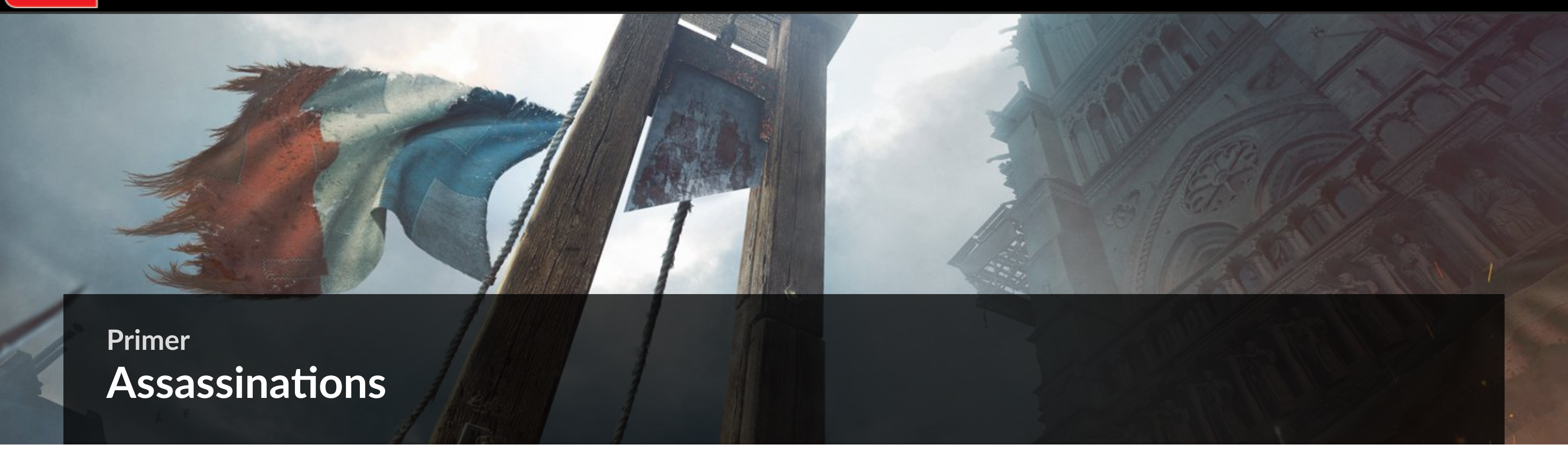
There is a distinctive color scheme in Eagle Vision: objective-specific targets are gold, guards are blue, aggressive Extremists are red, allies are green, while citizens have no hue at all. Points of interest (including hiding places and points of interactivity) are also highlighted by a white glow.

Eagle Vision can also reveal the trail of certain key protagonists with distinct markings. This can be a powerful tool when your task is to follow or find a specific target.

Tackle



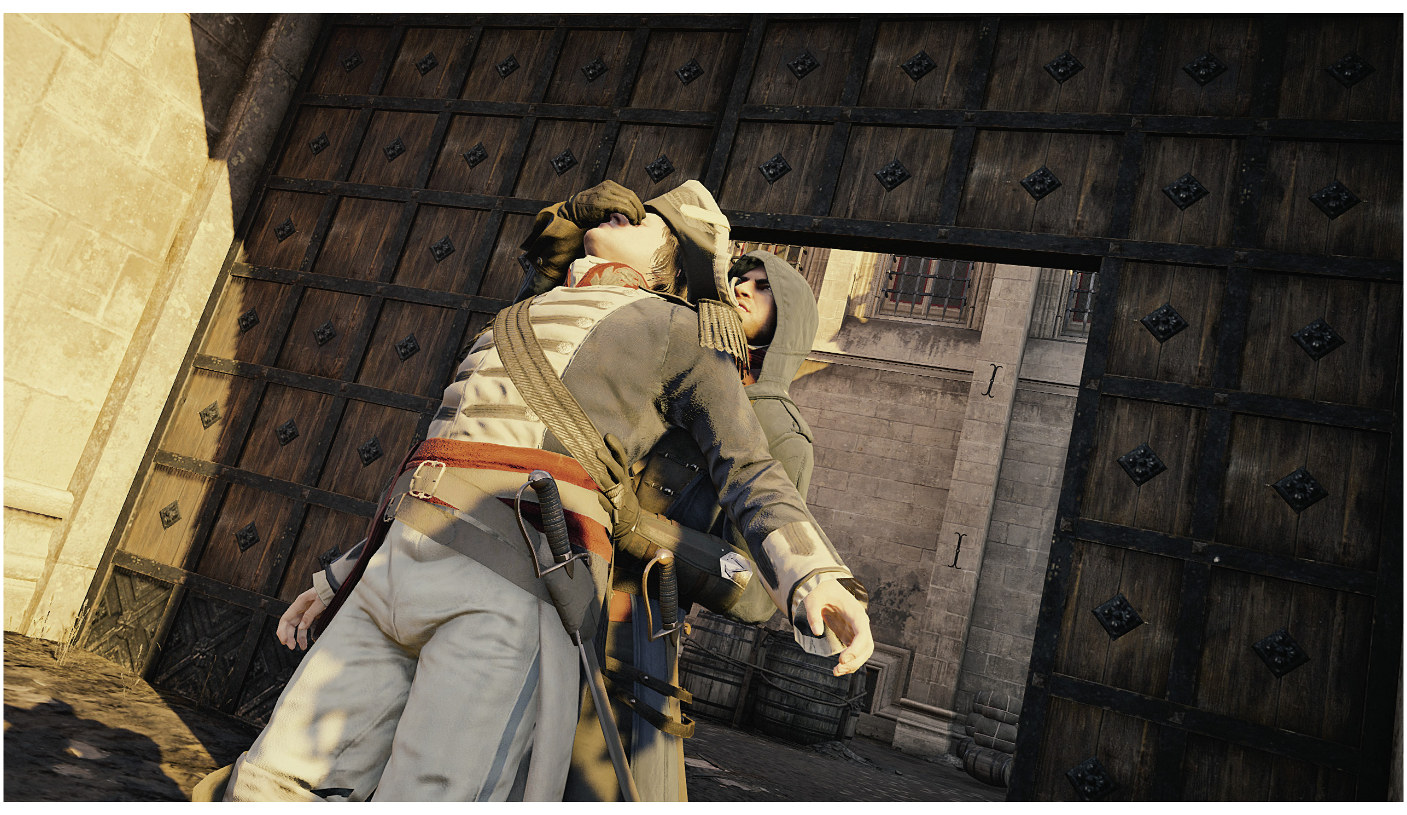
A non-lethal technique, Tackle is employed while sprinting with R2 / RT to knock a target to the ground. When Arno is close to his quarry, tap ◎ / B to make him leap and propel them off their feet (07).



Primer

Assassinations

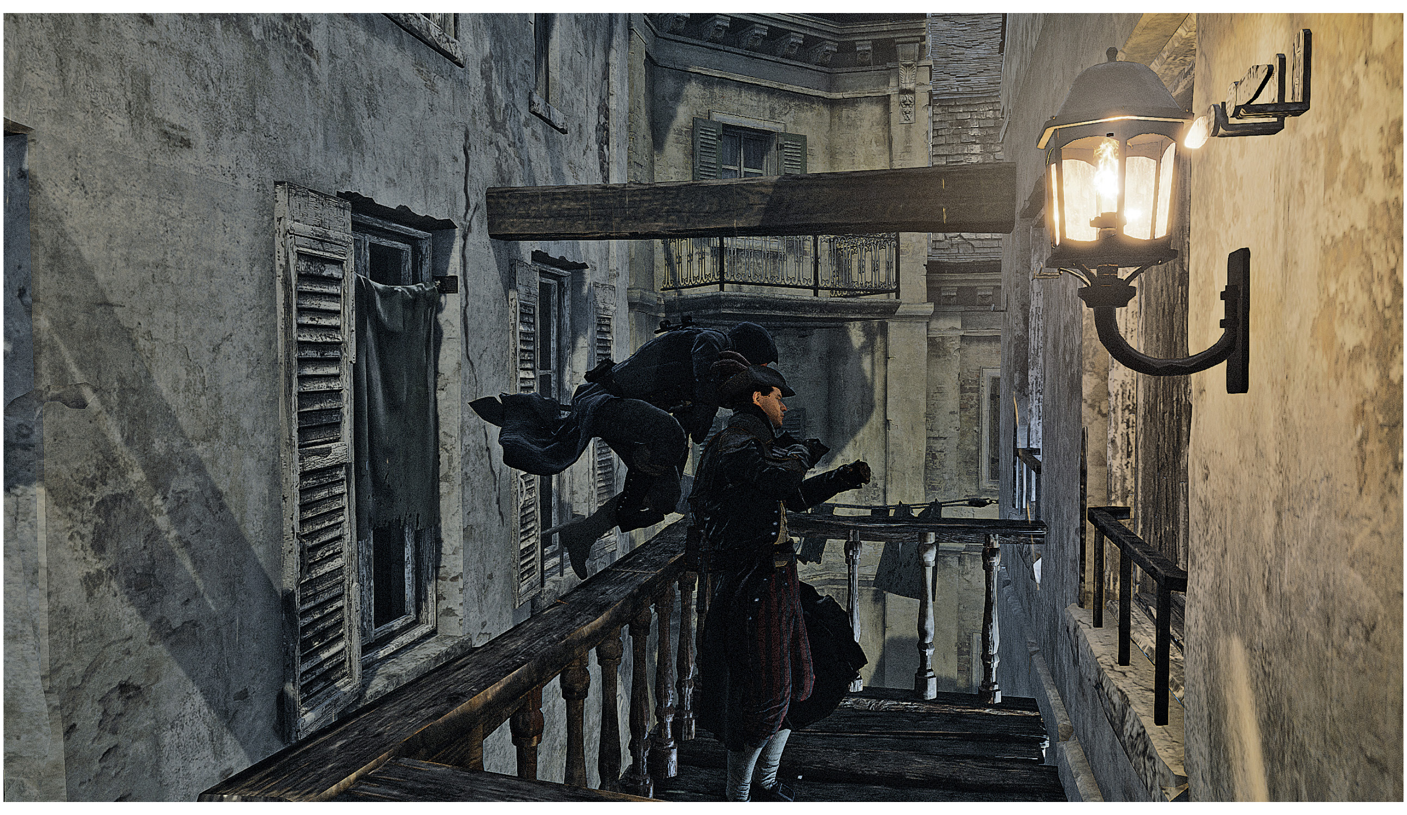
There are many different contextual assassination techniques, though they can be separated into two groups: those that are Low Profile, thus suitable for stealth situations, and High Profile kills that are much more likely to attract attention. As a general rule of thumb, an assassination performed with ▢ / ⓧ alone will be low-key in nature, while holding R2 / RT will lead to a more showy and violent killing move. During the early stages of the story, most assassination types can only be performed on a single target. (Those familiar with the Assassin's Creed series should note that Arno can acquire the ability to perform Double Assassinations and Air Assassinations after a later skill unlock.)



Standard Assassination: Performed while level with one or two aligned targets.

- **Low Profile:** Arno will stab his targets discretely, though this will still lead to consequences if witnessed. It's highly effective when employed from behind on sentries or patrolling guards.

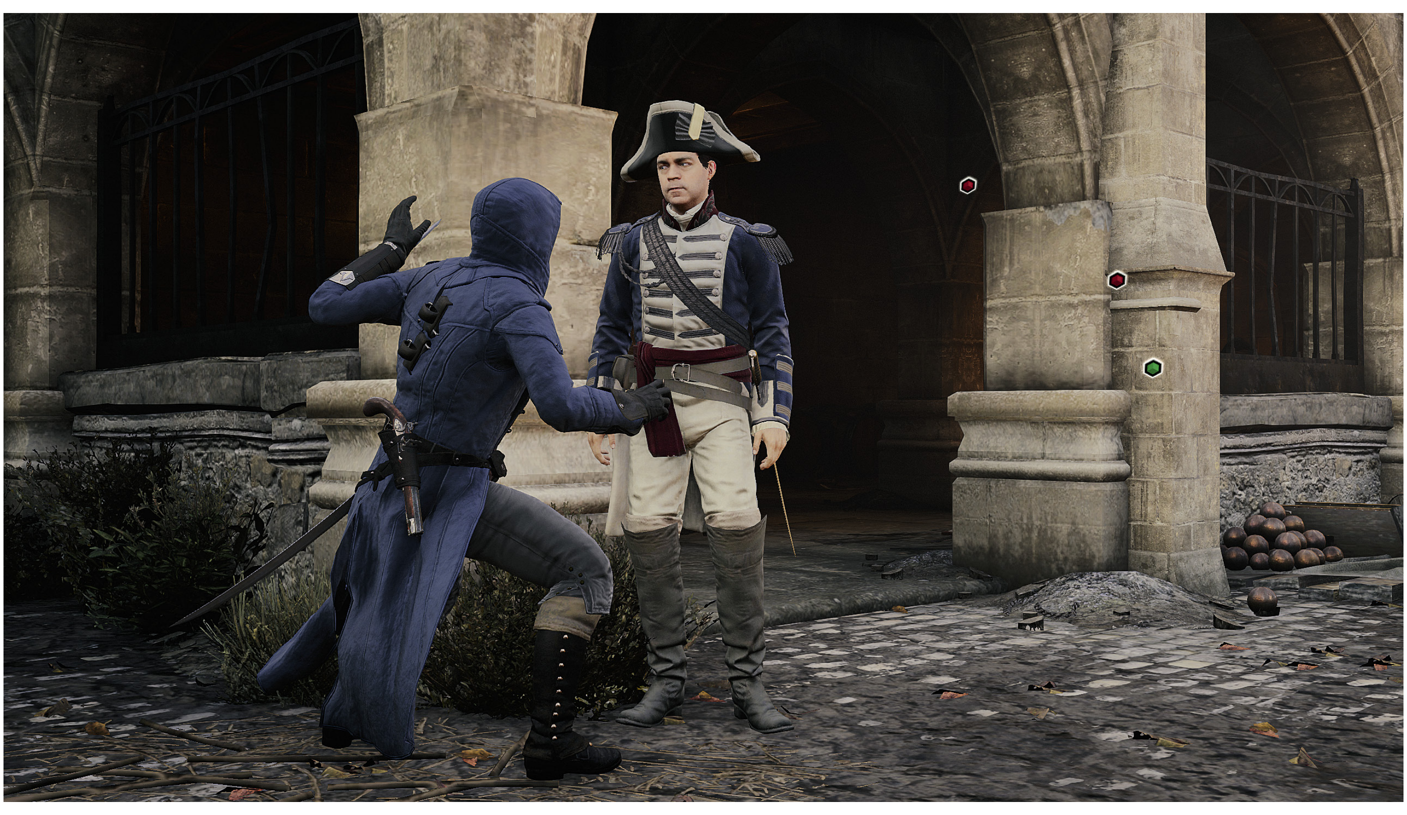
- **High Profile:** Arno will knock the targets to the ground as he delivers the killing blow. Note that this can be performed while running.



Ledge Assassination: Performed while hanging from a ledge just below a target.

- **Low Profile:** Arno will reach out to grab (and stab) the target, then hurl them over the ledge. This is useful if there are other hostiles on the same level that you really need to avoid, but not so great if there are patrols or guards below.

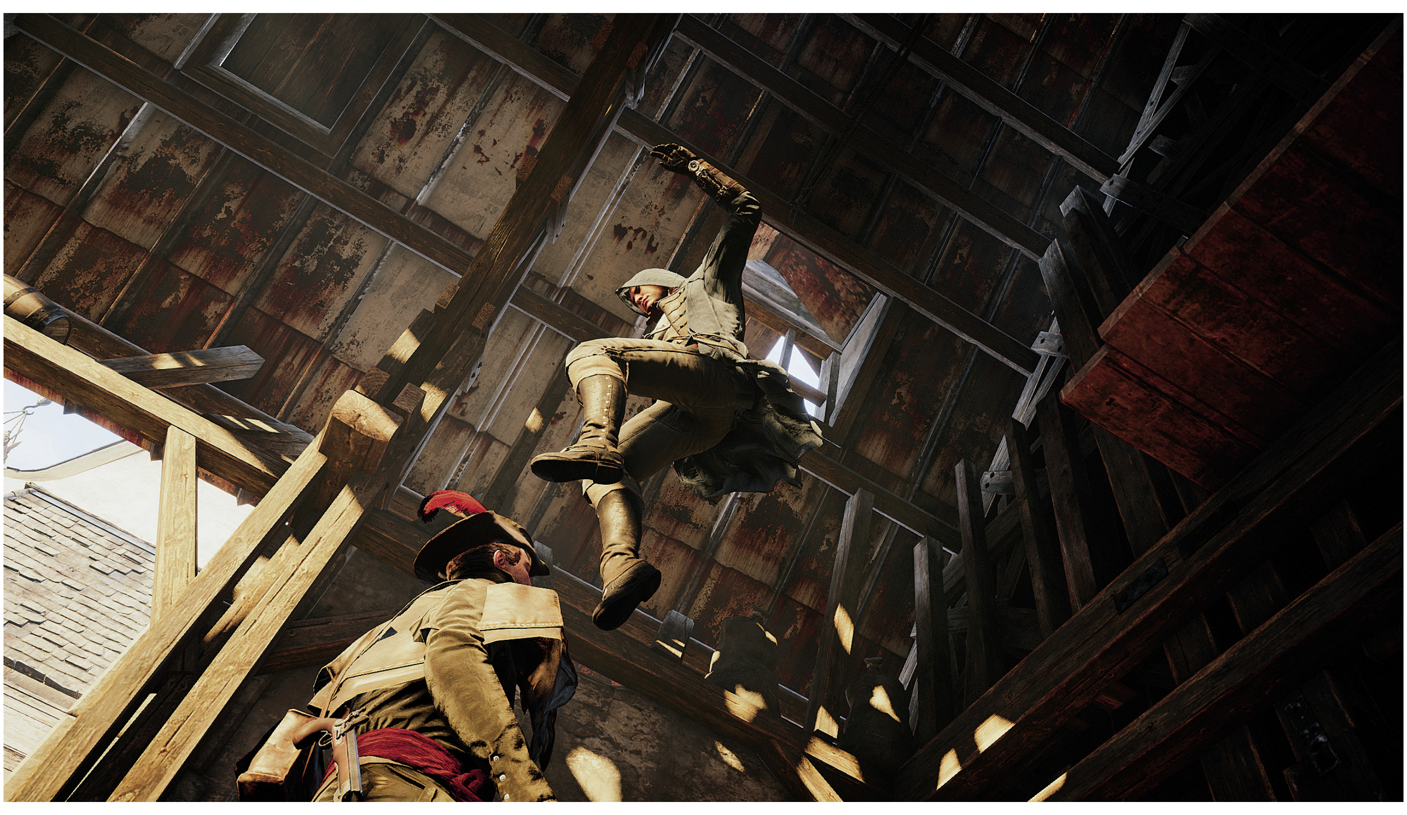
- **High Profile:** Arno leaps up and knocks his quarry to the ground to perform the killing blow. This is the most efficient technique against solitary rooftop sentries.



Cover Assassination: Only available when pressed against a suitable surface or corner after tapping ⓧ / Ⓐ.

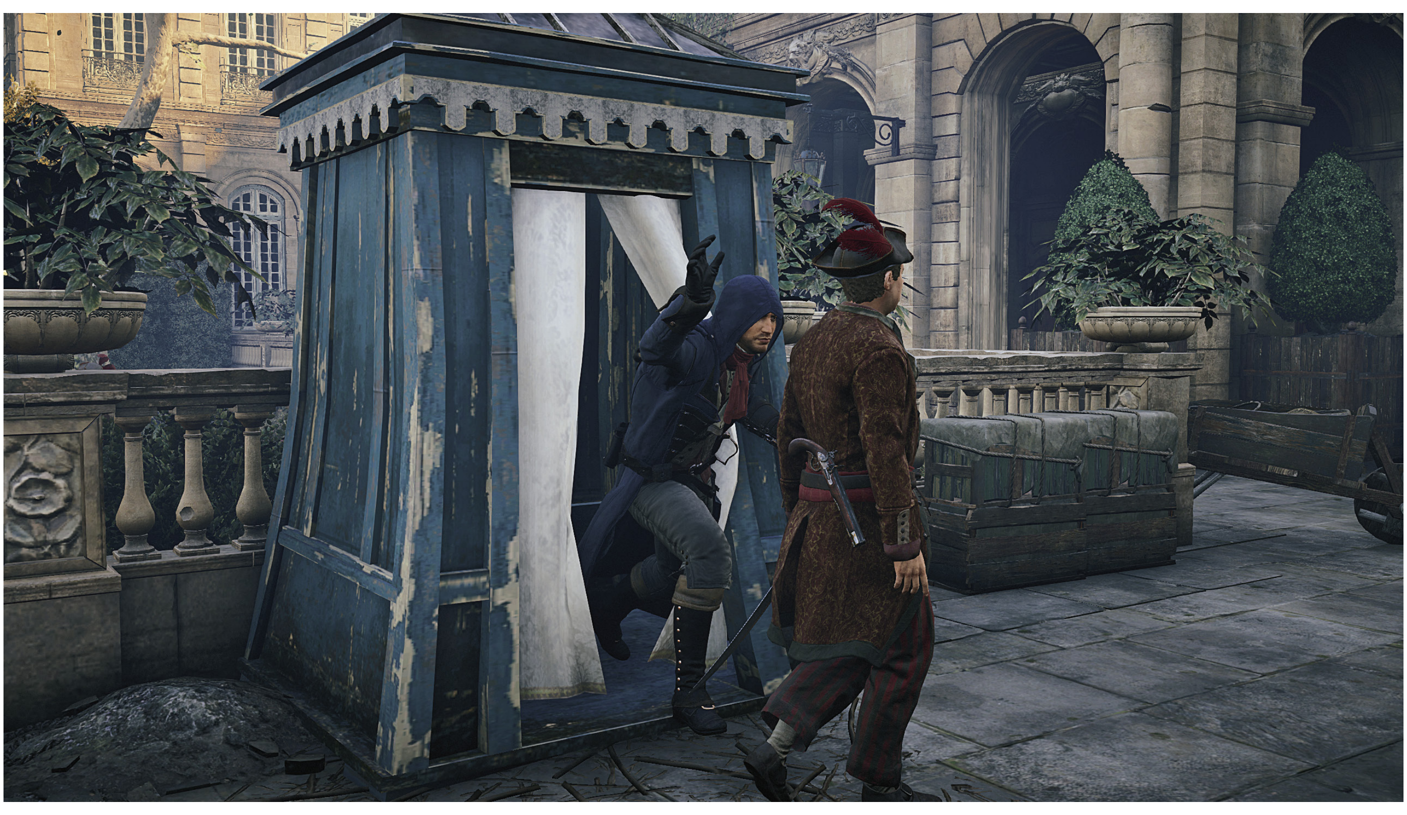
- **Low Profile:** Arno quickly rounds the corner, stabs the victim, then pulls them back and lowers them to the floor.

- **High Profile:** Arno bursts into view to leap on his quarry.



Air Assassination: Performed from above, this spectacular move can be performed from surprisingly lofty heights.

- **High Profile Only:** Arno will leap onto highlighted victims from above, killing them instantly.



Hiding Place Assassination: Performed from any kind of hiding place.

- **Low Profile:** Arno will reach out and simultaneously grab and stab a target within range, then pull them into his place of concealment.

- **High Profile**: Arno will leap out to stab a passing adversary.

Primer

Combat

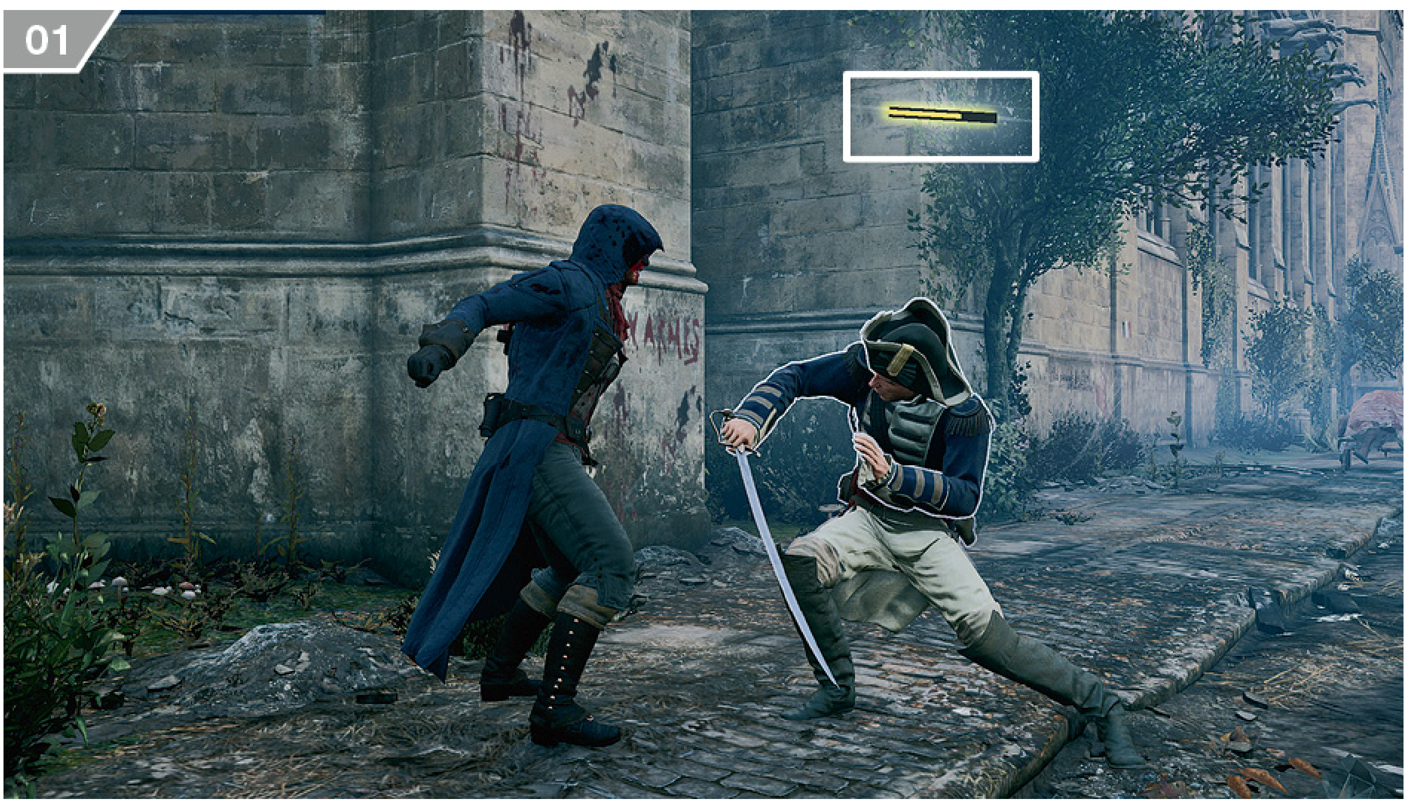
It doesn't take a great deal of provocation to incite many of Arno's potential adversaries to violence. The advice we offer here is designed to cover the fundamental features of the Assassin's Creed Unity combat system.

■ **Combat Mode:** Once a fight begins, Arno will automatically adopt a combat stance, and turn to face the enemy you direct him towards. Choose your current target by tilting L in their direction.

■ **Attack:** To launch a melee attack on an opponent, press ▢ / X .

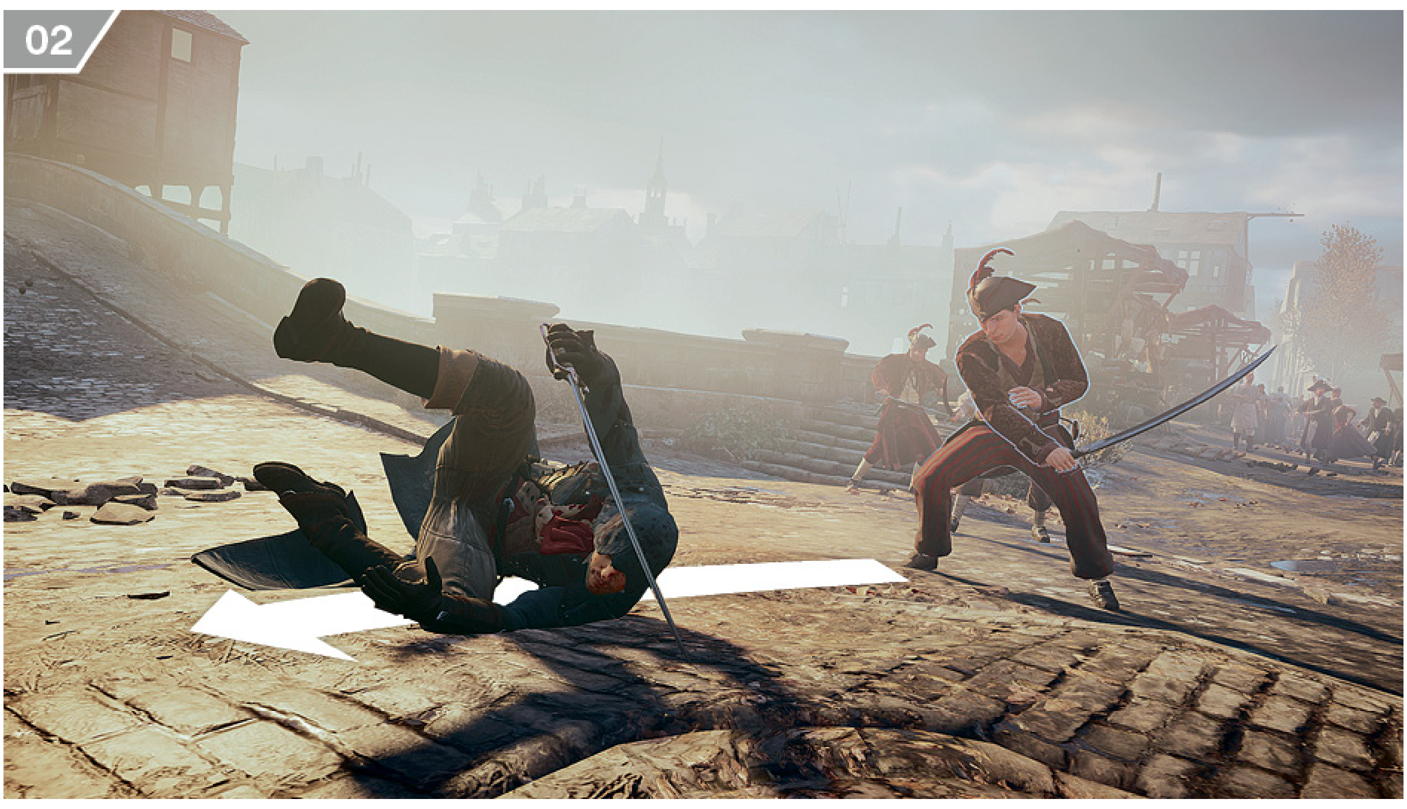
■ **Strong Attack:** If you hold ▢ / X , you will perform a slower, but more powerful melee attack. This move is only available after a later skill unlock.

■ **Parry:** Press ◎ / B to make Arno block incoming melee attacks.



01

■ **Perfect Parry:** By tapping the parry button just as the enemy is about to strike, you can perform a Perfect Parry, which leaves the enemy off-balance and gives you an opportunity to counter. To identify the timing window during which you have to press ◎ / B , watch your enemy's health bar: if you parry as the health bar turns yellow (01), you will trigger a Perfect Parry and leave your opponent vulnerable to a follow-up combo. If your timing is less accurate, Arno will perform a simple block.



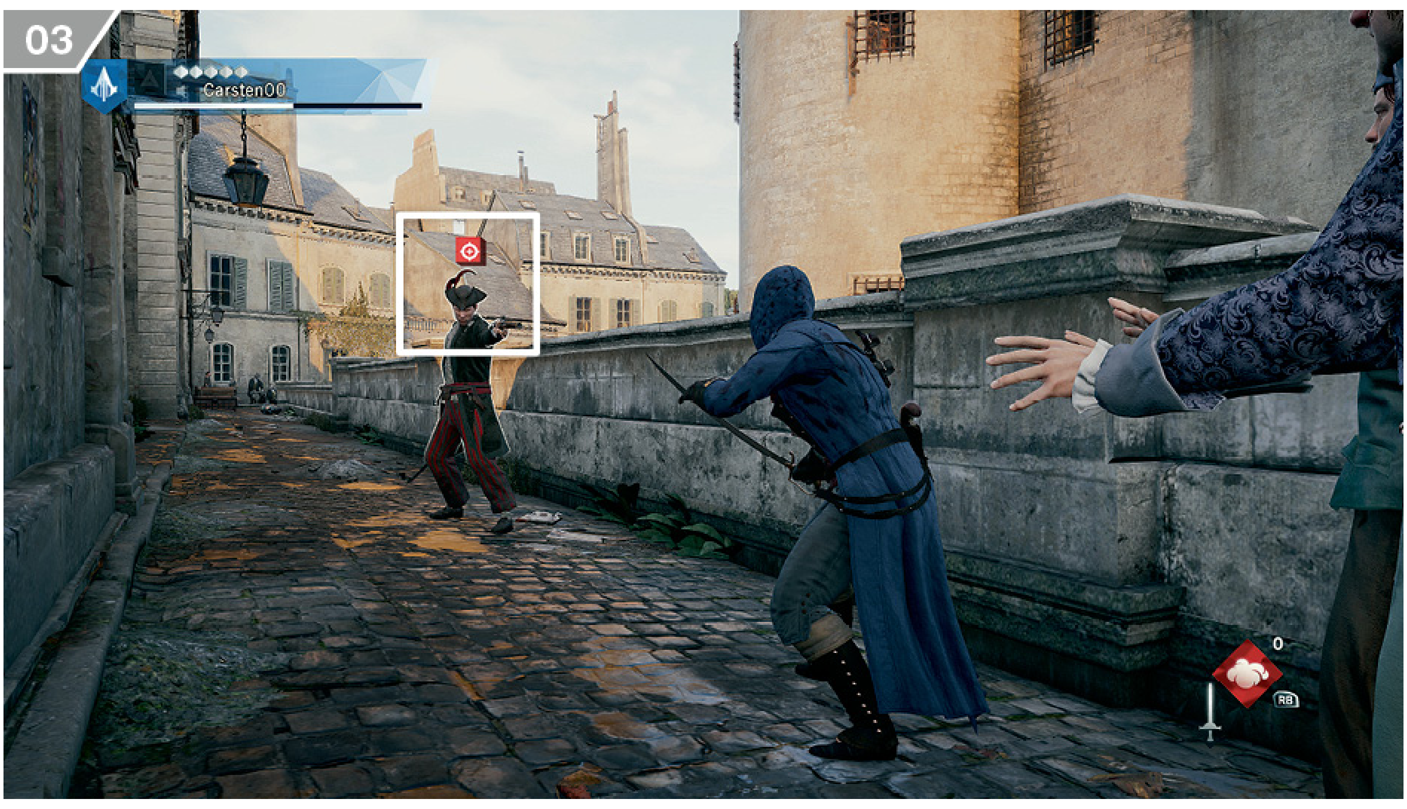
02

■ **Dodge:** Press ⊗ / A to roll away from your current position and dodge an incoming blow (02). This can also be used to move Arno to a more favorable position, such as a narrow alleyway that may prevent enemies from surrounding him.

■ **Ranged Weapons & Tools:** You have access to both ranged weapons and tools during battles, with the former being activated by L1 / LB and the latter by R1 / RB . A quick pistol shot to eliminate a troublesome opponent may turn the tide during a challenging brawl.

■ **Critical Kill:** When an enemy's health bar is almost empty and blinking, hold ▢ / X to perform an execution.

■ **Skills:** As you progress in the storyline, you will have the opportunity to unlock new skills for Arno. Several of these skills improve his combat proficiency by giving him access to new moves, such as Strong Attacks (hold ▢ / X to unleash a special attack based on the type of weapon you're wielding), Staggering Strikes (hold ⊗ / A to perform a shoulder charge that leaves the target off-balance), or Ground Executions (hold ▢ / X to deal a lethal blow on a target lying prone).



03

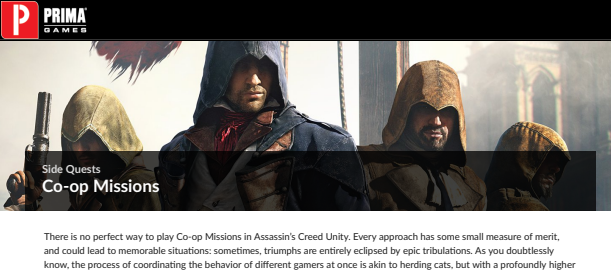
■ **Enemy Fire:** Many enemies will use their own ranged weapons to attack Arno during fights. You can tell in advance when such a shot is being prepared as a specific icon (◎) appears above the head of the soldier in question (03). To avoid being hit, you can either break the marksman's line of sight by running away, or attack him before he fires.

■ **Escaping a Battle:** To leave active combat, hold R2 / RT . This restores standard L control, enabling you to turn tail and escape. You can also use this technique to reposition Arno if you feel that the initial battleground doesn't favor him, or if a nearby location offers a strategic advantage.

Side Quests

Introduction

Though Assassin's Creed Unity has a captivating main storyline, it also continues the longstanding series tradition of presenting a vast game world layered with dozens upon dozens of secondary activities. From co-op Heists to the many single-player Paris Stories, the quietly absorbing tales encountered during Murder Mysteries to the grand task of locating every last hidden collectible item, you will find no shortage of potential diversions in the huge Parisian sandbox. In this chapter, we offer walkthroughs, strategies, general advice and maps that will help you to discover and enjoy each and every optional objective en route to a full 100% Total Sync completion rating.



Side Quests

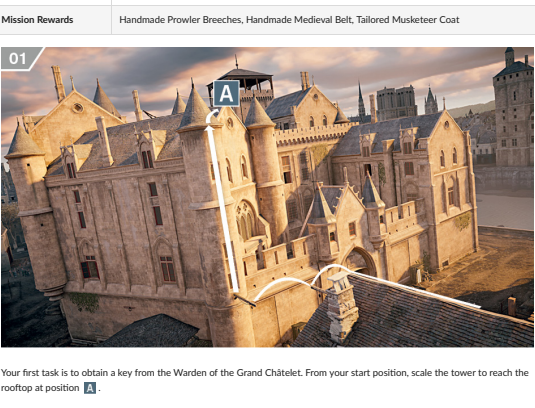
Co-op Missions

There is no perfect way to play Co-op Missions in Assassin's Creed Unity. Every approach has some small measure of merit, and could lead to memorable situations: sometimes, triumphs are entirely eclipsed by epic tribulations. As you doubtlessly know, the process of coordinating the behavior of different gamers at once is akin to herding cats, but with a profoundly higher difficulty level. Our goal in this section of the guide, then, is not to "solve" the Co-op Missions, but to draw your attention to points of interest, effective routes and broad strategies that should deliver even modestly capable (or, indeed, cooperative) Assassins to the end of each mission.

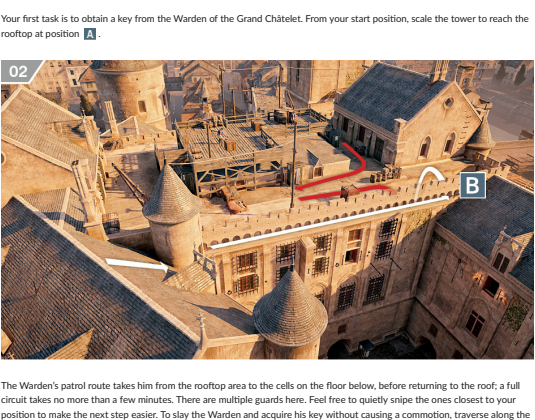
For further advice, suggestions, potential tactics and other points of interest that you mind find useful for Co-op Missions, refer to the Reference & Analysis chapter.

Heads Will Roll

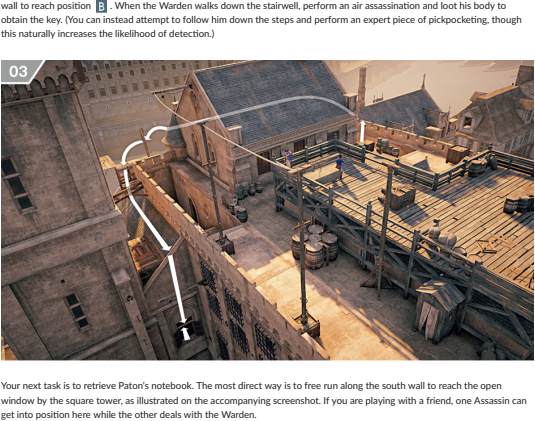
Mission Availability	Sequence 03
Players	2 max
Difficulty	◇◇◆◆◆
Mission Rewards	Handmade Prowler Breeches, Handmade Medieval Belt, Tailored Musketeer Coat



Your first task is to obtain a key from the Warden of the Grand Châtelet. From your start position, scale the tower to reach the rooftop at position A.

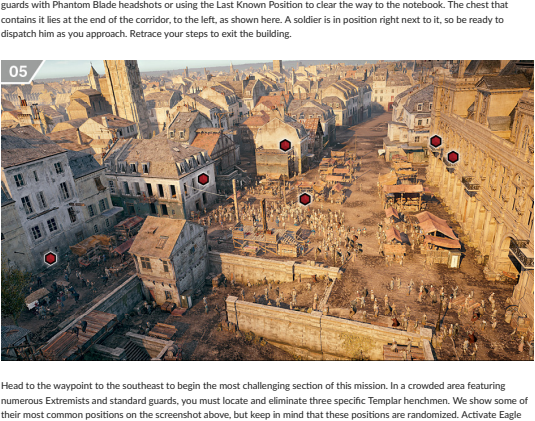


The Warden's patrol route takes him from the rooftop area to the cells on the floor below, before returning to the roof; a full circuit takes no more than a few minutes. There are multiple guards here. Feel free to quietly snipe the ones closest to your position to make the next step easier. To slay the Warden and acquire his key without causing a commotion, traverse along the wall to reach position B. When the Warden walks down the stairwell, perform an air assassination and loot his body to obtain the key. (You can instead attempt to follow him down the steps and perform an expert piece of pickpocketing, though this naturally increases the likelihood of detection.)

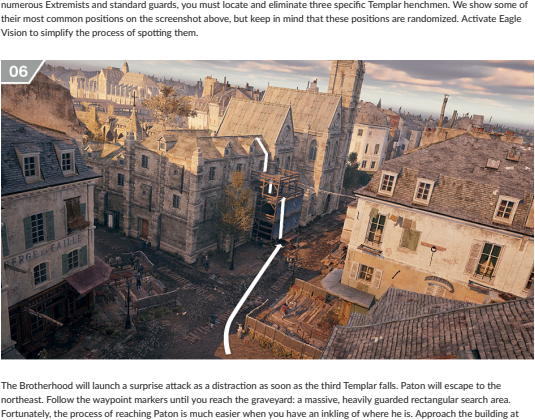


Your next task is to retrieve Paton's notebook. The most direct way is to free run along the south wall to reach the open window by the square tower, as illustrated on the accompanying screenshot. If you are playing with a friend, one Assassin can get into position here while the other deals with the Warden.

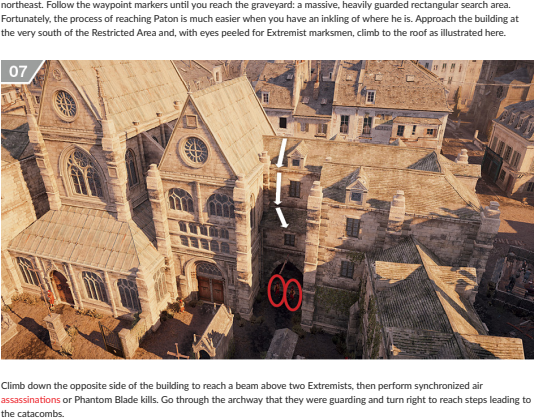
Before you go through the window, make sure no one is looking in your direction with Eagle Vision. Once inside, eliminate all guards with Phantom Blade headshots or using the Last Known Position to clear the way to the notebook. The chest that contains it lies at the end of the corridor, to the left, as shown here. A soldier is in position right next to it, so be ready to dispatch him as you approach. Retrace your steps to exit the building.



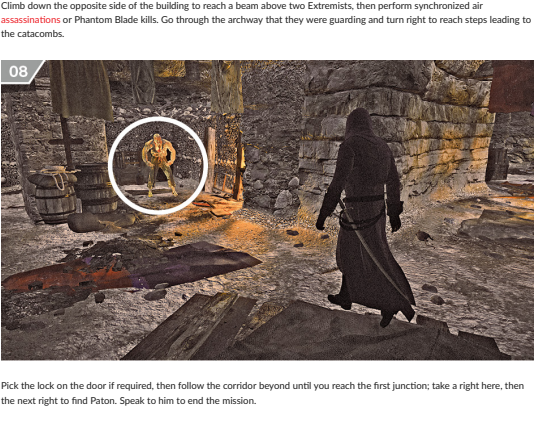
Head to the waypoint to the southeast to begin the most challenging section of this mission. In a crowded area featuring numerous Extremists and standard guards, you must locate and eliminate three specific Templar henchmen. We show some of their most common positions on the screenshot above, but keep in mind that these positions are randomized. Activate Eagle Vision to simplify the process of spotting them.



The Brotherhood will launch a surprise attack as a distraction as soon as the third Templar falls. Paton will escape to the northeast. Follow the waypoint markers until you reach the graveyard: a massive, heavily guarded rectangular search area. Fortunately, the process of reaching Paton is much easier when you have an inkling of where he is. Approach the building at the very south of the Restricted Area and, with eyes peeled for Extremist marksmen, climb to the roof as illustrated here.



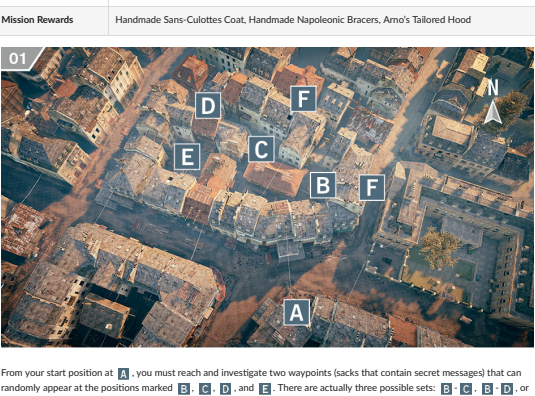
Climb down the opposite side of the building to reach a beam above two Extremists, then perform synchronized air assassinations or Phantom Blade kills. Go through the archway that they were guarding and turn right to reach steps leading to the catacombs.



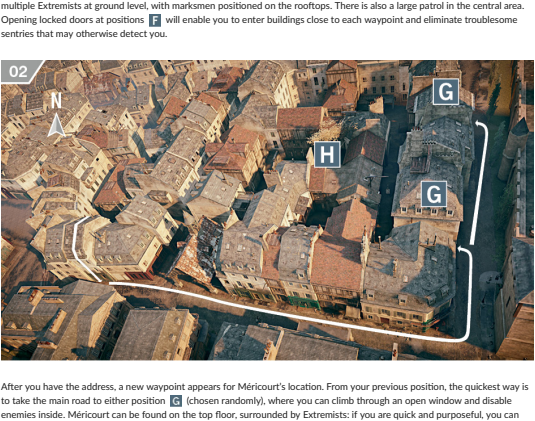
Pick the lock on the door if required, then follow the corridor beyond until you reach the first junction; take a right here, then the next right to find Paton. Speak to him to end the mission.

The Food Chain

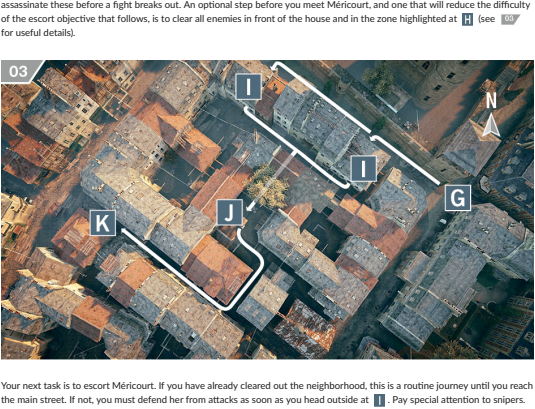
Mission Availability	Sequence 03
Players	4 max
Difficulty	◇◇◆◆◆
Mission Rewards	Handmade Sans-Culottes Coat, Handmade Napoleonic Bracers, Arno's Tailored Hood



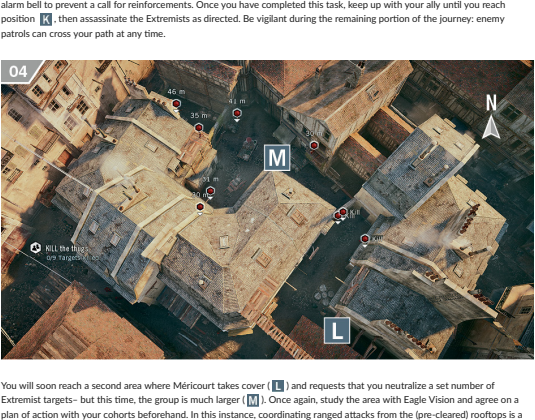
From your start position at A, you must reach and investigate two waypoints (sacks that contain secret messages) that can randomly appear at the positions marked B, C, D, and E. There are actually three possible sets: B-C, B-D, or C-E. We strongly suggest that you coordinate your efforts to reach each one consecutively, as all positions are guarded by multiple Extremists at ground level, with marksmen positioned on the rooftops. There is also a large patrol in the central area. Opening locked doors at positions F will enable you to enter buildings close to each waypoint and eliminate troublesome sentries that may otherwise detect you.



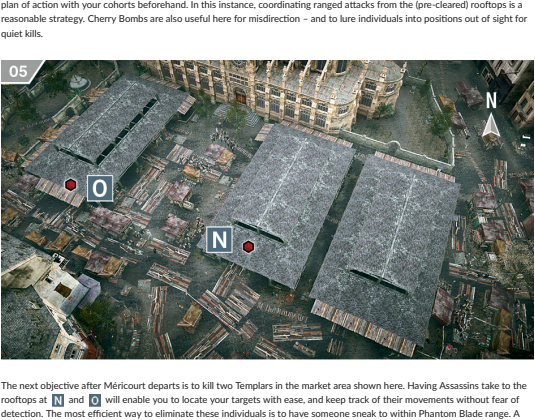
After you have the address, a new waypoint appears for Méricourt's location. From your previous position, the quickest way is to take the main road to either position G (chosen randomly), where you can climb through an open window and disable enemies inside. Méricourt can be found on the top floor, surrounded by Extremists: if you are quick and purposeful, you can assassinate these before a fight breaks out. An optional step before you meet Méricourt, and one that will reduce the difficulty of the escort objective that follows, is to clear all enemies in front of the house and in the zone highlighted at H (see for useful details).



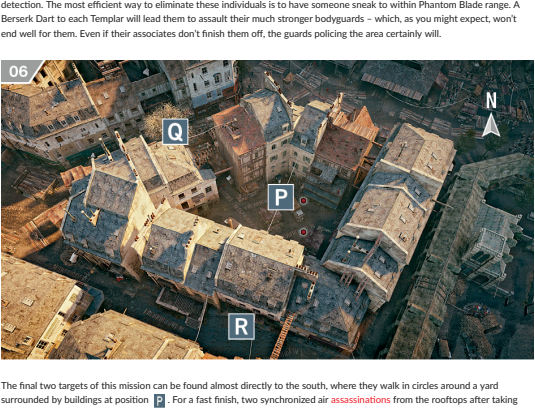
Your next task is to escort Méricourt. If you have already cleared out the neighborhood, this is a routine journey until you reach the main street. If not, you must defend her from attacks as soon as you head outside at I. Pay special attention to snipers. At position J, Méricourt hides and requests that you kill a group of highlighted Extremists. Observe them through Eagle Vision and formulate a plan of attack. If you cannot kill them all without revealing your presence, have one player guard the alarm bell to prevent a call for reinforcements. Once you have completed this task, keep up with your ally until you reach position K, then assassinate the Extremists as directed. Be vigilant during the remaining portion of the journey: enemy patrols can cross your path at any time.



You will soon reach a second area where Méricourt takes cover (L) and requests that you neutralize a set number of Extremist targets– but this time, the group is much larger (M). Once again, study the area with Eagle Vision and agree on a plan of action with your cohorts beforehand. In this instance, coordinating ranged attacks from the (pre-cleared) rooftops is a reasonable strategy. Cherry Bombs are also useful here for misdirection – and to lure individuals into positions out of sight for quiet kills.



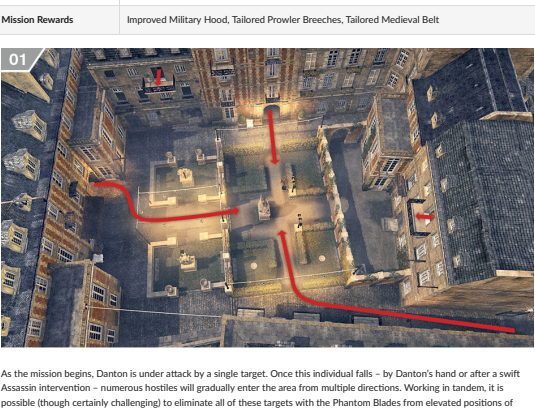
The next objective after Méricourt departs is to kill two Templars in the market area shown here. Having Assassins take to the rooftops at N and O will enable you to locate your targets with ease, and keep track of their movements without fear of detection. The most efficient way to eliminate these individuals is to have someone sneak to within Phantom Blade range. A Berserk Dart to each Templar will lead them to assault their much stronger bodyguards – which, as you might expect, won't end well for them. Even if their associates don't finish them off, the guards policing the area certainly will.



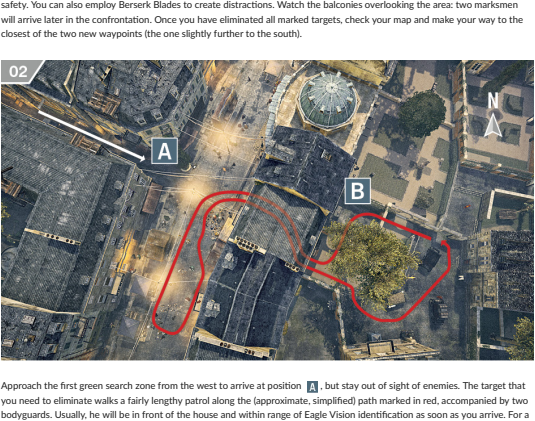
The final two targets of this mission can be found almost directly to the south, where they walk in circles around a yard surrounded by buildings at position P. For a fast finish, two synchronized air assassinations from the rooftops after taking care of enemy marksmen will certainly suffice. For a more cultured solution, locked doors at Q and R can be picked to gain entry to the buildings that provide access to the central area. After clearing out the Extremists inside, and with another Assassin dealing with troublesome snipers from rooftop level, you can conclude the mission with silent kills at close range. Leave the highlighted area (and escape pursuing aggressors, if required) to claim your rewards.

The Austrian Conspiracy

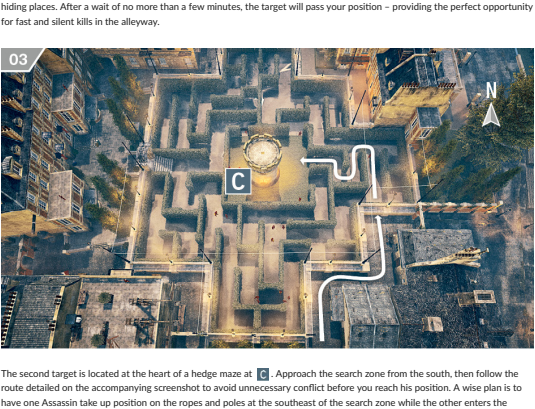
Mission Availability	Sequence 03
Players	2 max
Difficulty	◇◇◇◆◆
Mission Rewards	Improved Military Hood, Tailored Prowler Breeches, Tailored Medieval Belt



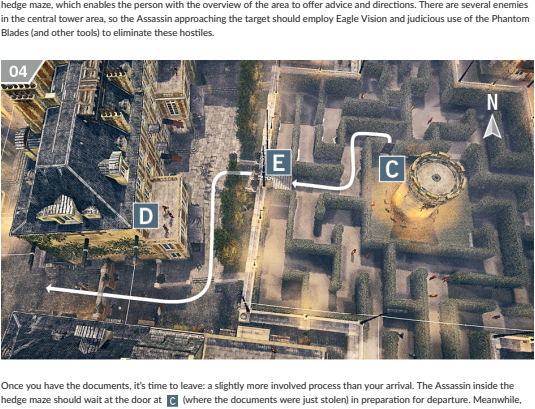
As the mission begins, Danton is under attack by a single target. Once this individual falls – by Danton's hand or after a swift Assassin intervention – numerous hostiles will gradually enter the area from multiple directions. Working in tandem, it is possible (though certainly challenging) to eliminate all of these targets with the Phantom Blades from elevated positions of safety. You can also employ Berserk Blades to create distractions. Watch the balconies overlooking the area: two marksmen will arrive later in the confrontation. Once you have eliminated all marked targets, check your map and make your way to the closest of the two new waypoints (the one slightly further to the south).



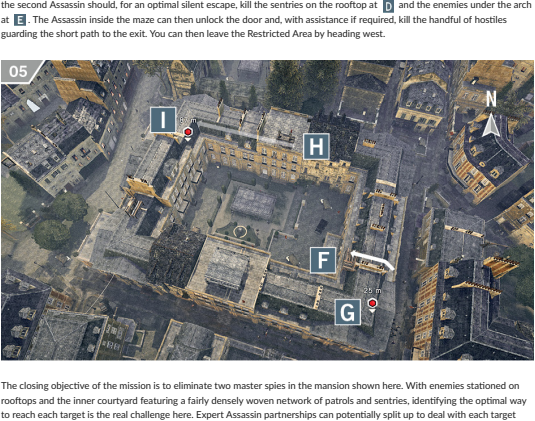
Approach the first green search zone from the west to arrive at position A, but stay out of sight of enemies. The target that you need to eliminate walks a fairly lengthy patrol along the (approximate, simplified) path marked in red, accompanied by two bodyguards. Usually, he will be in front of the house and within range of Eagle Vision identification as soon as you arrive. For a fast but brutal solution, you can choose to eliminate him immediately and then fight all enemies that join the fray. For a more fitting conclusion, both Assassins should stealthily reach the lightly guarded area at B and seek concealment in the two hiding places. After a wait of no more than a few minutes, the target will pass your position – providing the perfect opportunity for fast and silent kills in the alleyway.



The second target is located at the heart of a hedge maze at C. Approach the search zone from the south, then follow the route detailed on the accompanying screenshot to avoid unnecessary conflict before you reach his position. A wise plan is to have one Assassin take up position on the ropes and poles at the southeast of the search zone while the other enters the hedge maze, which enables the person with the overview of the area to offer advice and directions. There are several enemies in the central tower area, so the Assassin approaching the target should employ Eagle Vision and judicious use of the Phantom Blades (and other tools) to eliminate these hostiles.



Once you have the documents, it's time to leave: a slightly more involved process than your arrival. The Assassin inside the hedge maze should wait at the door at C (where the documents were just stolen) in preparation for departure. Meanwhile, the second Assassin should, for an optimal silent escape, kill the sentries on the rooftop at D and the enemies under the arch at E. The Assassin inside the maze can then unlock the door and, with assistance if required, kill the handful of hostiles guarding the short path to the exit. You can then leave the Restricted Area by heading west.



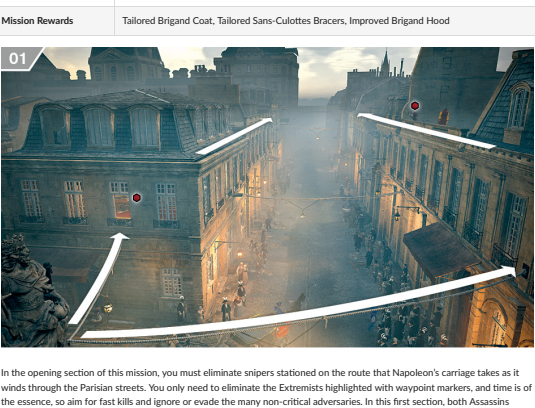
The closing objective of the mission is to eliminate two master spies in the mansion shown here. With enemies stationed on rooftops and the inner courtyard featuring a fairly densely woven network of patrols and sentries, identifying the optimal way to reach each target is the real challenge here. Expert Assassin partnerships can potentially split up to deal with each target individually, though those less confident with performing multiple stealth kills in succession – or dealing with the consequences when things go awry – should double up and deal with each master spy together. Once both targets are dead, move outside of the highlighted area to end the mission.

Master spy, southeast: Climb to the rooftop at F and eliminate the marksman on the balcony, then go inside and approach the two locked doors that lead to the master spy at G. The door on the left is a hard lock with three pins, but presents the inviting target of your quarry's back once opened. The other door is a simple lock, but using it will probably lead to combat with all hostiles in the room. Once the deed is done, return to the street outside the same way that you came.

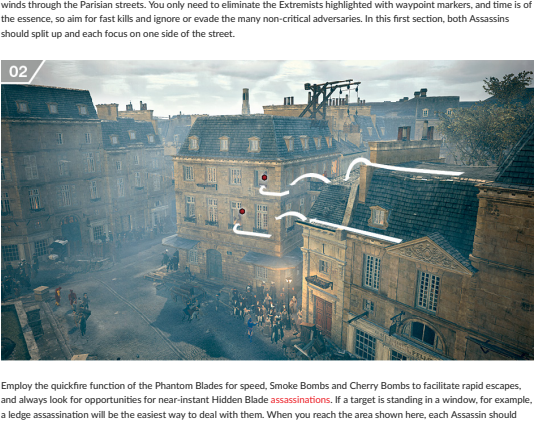
Master spy, northwest: From the street that runs outside the north face of the mansion, enter the building via the (sometimes locked) door at position H. Inside, climb to the floor above using a back eject from the top of the hiding spot. Use Eagle Vision to identify hostiles in the next room along – and, just beyond them, your target (I). From the left-hand door it's possible to hit the spy with a Berserk Blade from cover, watching with quiet satisfaction as his associates work on your behalf before you depart.

The Infernal Machine

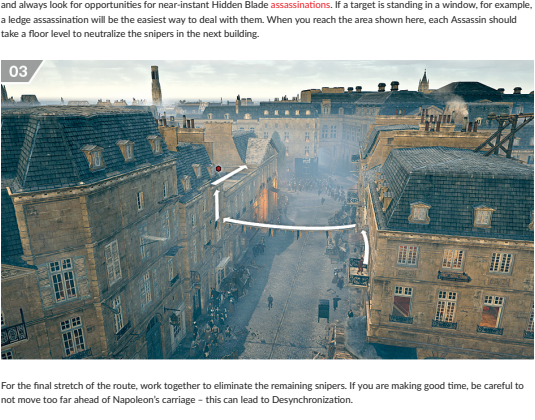
Mission Availability	Sequence 03
Players	2 max
Difficulty	◇◇◇◆◆
Mission Rewards	Tailored Brigand Coat, Tailored Sans-Culottes Bracers, Improved Brigand Hood



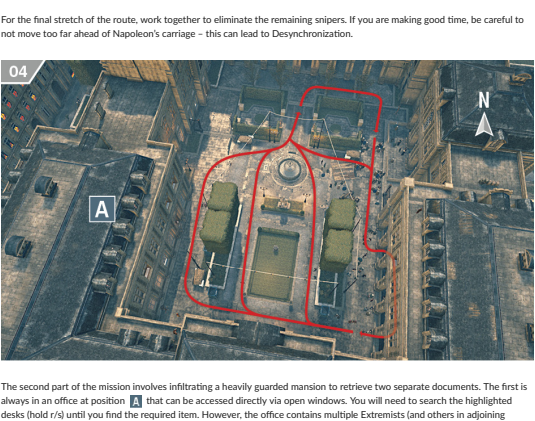
In the opening section of this mission, you must eliminate snipers stationed on the route that Napoleon's carriage takes as it winds through the Parisian streets. You only need to eliminate the Extremists highlighted with waypoint markers, and time is of the essence, so aim for fast kills and ignore or evade the many non-critical adversaries. In this first section, both Assassins should split up and each focus on one side of the street.



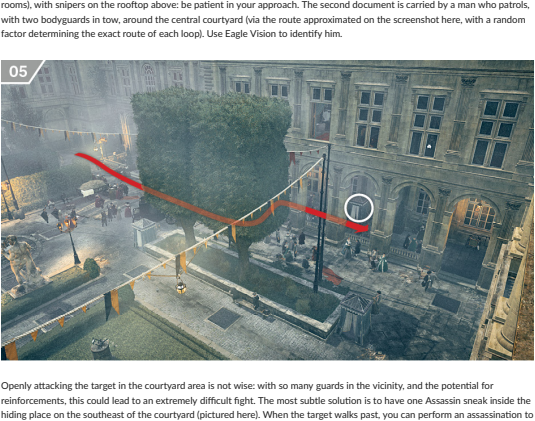
Employ the quickfire function of the Phantom Blades for speed, Smoke Bombs and Cherry Bombs to facilitate rapid escapes, and always look for opportunities for near-instant Hidden Blade assassinations. If a target is standing in a window, for example, a ledge assassination will be the easiest way to deal with them. When you reach the area shown here, each Assassin should take a floor level to neutralize the snipers in the next building.



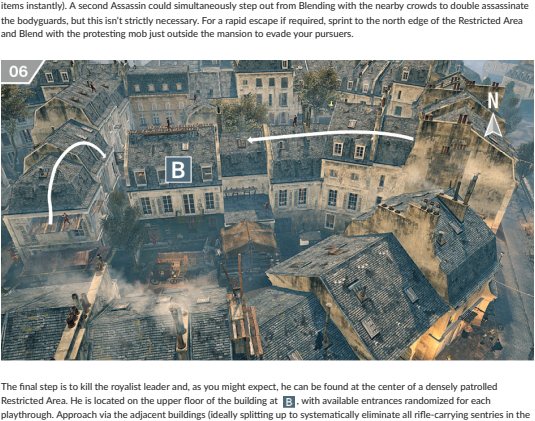
For the final stretch of the route, work together to eliminate the remaining snipers. If you are making good time, be careful to not move too far ahead of Napoleon's carriage – this can lead to Desynchronization.



The second part of the mission involves infiltrating a heavily guarded mansion to retrieve two separate documents. The first is always in an office at position A that can be accessed directly via open windows. You will need to search the highlighted desks (hold ◯/◯) until you find the required item. However, the office contains multiple Extremists (and others in adjoining rooms), with snipers on the rooftop above: be patient in your approach. The second document is carried by a man who patrols, with two bodyguards in tow, around the central courtyard (via the route approximated on the screenshot here, with a random factor determining the exact route of each loop). Use Eagle Vision to identify him.



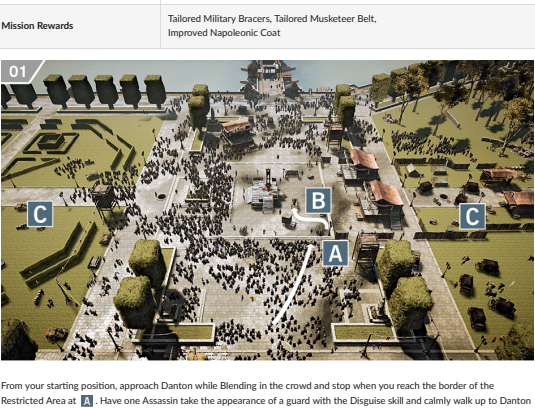
Openly attacking the target in the courtyard area is not wise: with so many guards in the vicinity, and the potential for reinforcements, this could lead to an extremely difficult fight. The most subtle solution is to have one Assassin sneak inside the hiding place on the southeast of the courtyard (pictured here). When the target walks past, you can perform an assassination to gain the document immediately (thereby exploiting a quirk whereby kills from hiding places always award mission-specific items instantly). A second Assassin could simultaneously step out from Blending with the nearby crowds to double assassinate the bodyguards, but this isn't strictly necessary. For a rapid escape if required, sprint to the north edge of the Restricted Area and Blend with the protesting mob just outside the mansion to evade your pursuers.



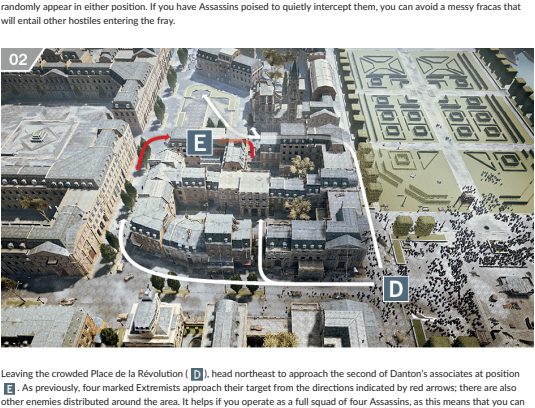
The final step is to kill the royalist leader and, as you might expect, he can be found at the center of a densely patrolled Restricted Area. He is located on the upper floor of the building at B, with available entrances randomized for each playthrough. Approach via the adjacent buildings (ideally splitting up to systematically eliminate all rifle-carrying sentries in the area), and look for a hatch in the rooftop: if available, this is the best way to enter. Once the assassination is complete, exit the highlighted area to complete the mission.

Danton's Sacrifice

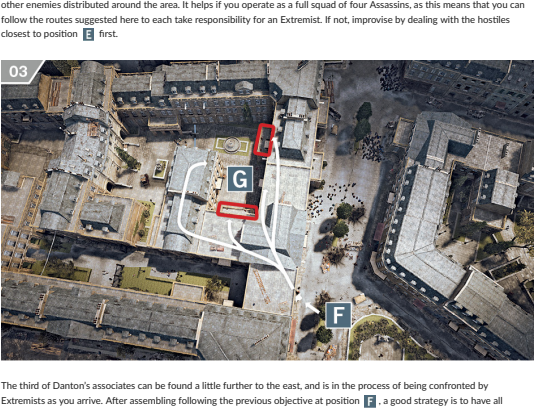
Mission Availability	Sequence 03
Players	4 max
Difficulty	◇◇◇◆◆
Mission Rewards	Tailored Military Bracers, Tailored Musketeer Belt, Improved Napoleonic Coat



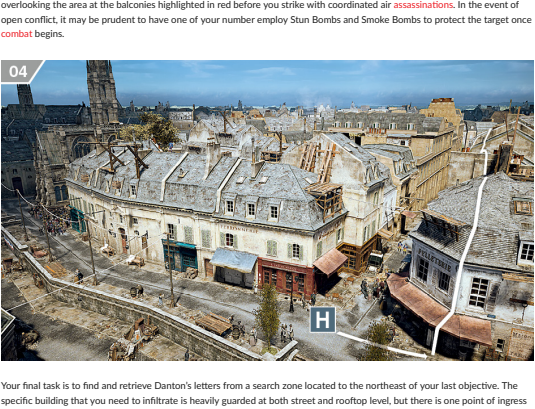
From your starting position, approach Danton while Blending in the crowd and stop when you reach the border of the Restricted Area at A. Have one Assassin take the appearance of a guard with the Disguise skill and calmly walk up to Danton at B; there is a convenient cover point where you can hide out of sight. While this Assassin is getting in place next to Danton, the other players should try to get into position for the next stage of the mission in the garden areas on either side of the Place de la Révolution (C). Four marked Extremists approach the first of Danton's incriminated associates, who can randomly appear in either position. If you have Assassins poised to quietly intercept them, you can avoid a messy fracas that will entail other hostiles entering the fray.



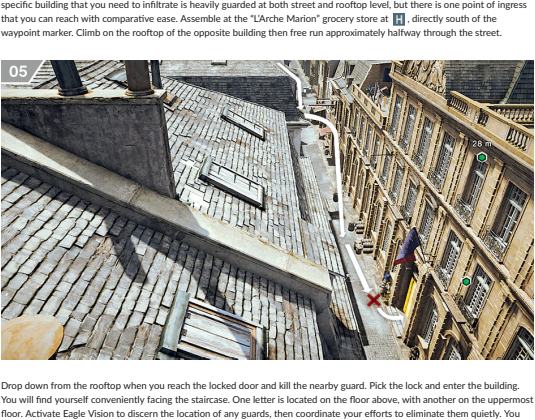
Leaving the crowded Place de la Révolution (D), head northeast to approach the second of Danton's associates at position E. As previously, four marked Extremists approach their target from the directions indicated by red arrows; there are also other enemies distributed around the area. It helps if you operate as a full squad of four Assassins, as this means that you can follow the routes suggested here to each take responsibility for an Extremist. If not, improvise by dealing with the hostiles closest to position E first.



The third of Danton's associates can be found a little further to the east, and is in the process of being confronted by Extremists as you arrive. After assembling following the previous objective at position F, a good strategy is to have all Assassins take to the rooftops before approaching the next waypoint at G. This way, two Assassins can eliminate the snipers overlooking the area at the balconies highlighted in red before you strike with coordinated air assassinations. In the event of open conflict, it may be prudent to have one of your number employ Stun Bombs and Smoke Bombs to protect the target once combat begins.



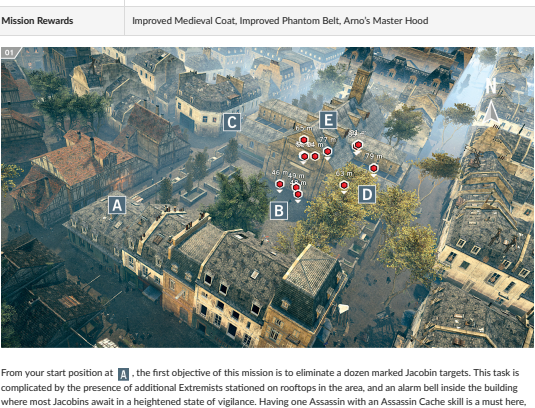
Your final task is to find and retrieve Danton's letters from a search zone located to the northeast of your last objective. The specific building that you need to infiltrate is heavily guarded at both street and rooftop level, but there is one point of ingress that you can reach with comparative ease. Assemble at the "L'Arche Marion" grocery store at H, directly south of the waypoint marker. Climb on the rooftop of the opposite building then free run approximately halfway through the street.



Drop down from the rooftop when you reach the locked door and kill the nearby guard. Pick the lock and enter the building. You will find yourself conveniently facing the staircase. One letter is located on the floor above, with another on the uppermost floor. Activate Eagle Vision to discern the location of any guards, then coordinate your efforts to eliminate them quietly. You can then retrieve the documents and depart via the route you arrived by. When all Assassins leave the highlighted area, the mission ends.

Jacobin Raid

Mission Availability	Sequence 03
Players	2 max
Difficulty	◇◇◇◇◆
Mission Rewards	Improved Medieval Coat, Improved Phantom Belt, Arno's Master Hood



From your start position at A, the first objective of this mission is to eliminate a dozen marked Jacobin targets. This task is complicated by the presence of additional Extremists stationed on rooftops in the area, and an alarm bell inside the building where most Jacobins await in a heightened state of vigilance. Having one Assassin with an Assassin Cache skill is a must here, as you will be making regular use of ranged weapons to avoid open conflict.

There are multiple ways to enter the building and kill targets silently, but no one way is superior to another. In actual fact, you will probably find that splitting up to exploit each avenue of attack is the most effective way to tackle this opening challenge.

Your first task will be to investigate the rooftops and eliminate marksmen that watch over the primary routes of entry to the building. With that complete, you can turn your attention to the Jacobins.

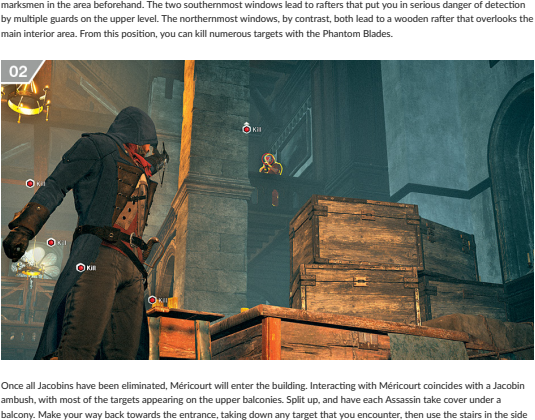
A Your start position.

B The main entrance. The Jacobin targets guarding this can be eliminated by a couple of well-placed Poison Gas Bombs dropped from above, but this is something that you should leave until you have disabled their many allies.

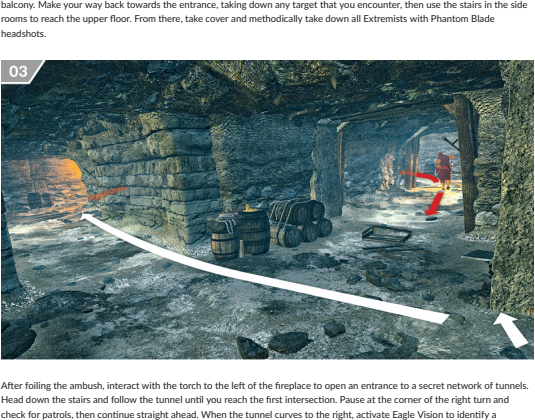
C A locked door that can be opened to gain access to the west wing of the building. Use Eagle Vision to look for a patrol inside before you pick the lock. There is a stairway just inside. This leads to a balcony that overlooks the central interior area, which – after you eliminate the targets on that level – provides a risky but nonetheless viable position for sniping.

D The east wing (which, as with the west, has stairs leading to the balconies above) has two open windows, with one usually guarded by a marksman.

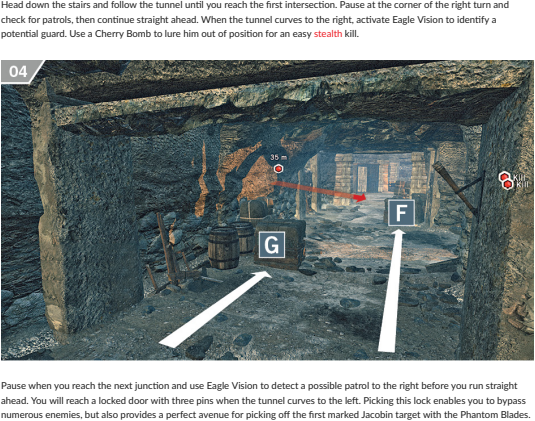
E There are four open windows on the rooftop, though making use of these will probably require that you silence the marksmen in the area beforehand. The two southernmost windows lead to rafters that put you in serious danger of detection by multiple guards on the upper level. The northernmost windows, by contrast, both lead to a wooden rafter that overlooks the main interior area. From this position, you can kill numerous targets with the Phantom Blades.



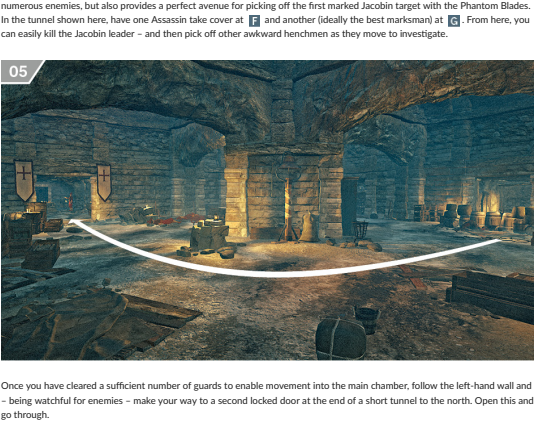
Once all Jacobins have been eliminated, Méricourt will enter the building. Interacting with Méricourt coincides with a Jacobin ambush, with most of the targets appearing on the upper balconies. Split up, and have each Assassin take cover under a balcony. Make your way back towards the entrance, taking down any target that you encounter, then use the stairs in the side rooms to reach the upper floor. From there, take cover and methodically take down all Extremists with Phantom Blade headshots.



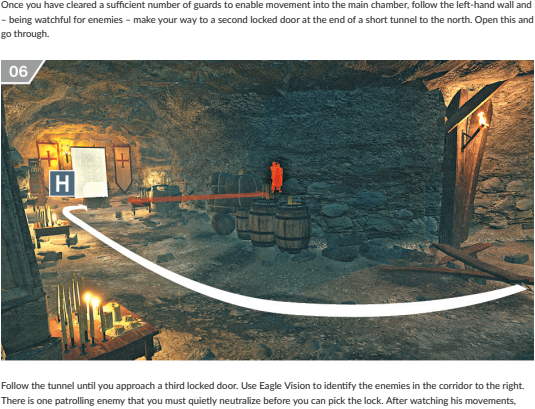
After foiling the ambush, interact with the torch to the left of the fireplace to open an entrance to a secret network of tunnels. Head down the stairs and follow the tunnel until you reach the first intersection. Pause at the corner of the right turn and check for patrols, then continue straight ahead. When the tunnel curves to the right, activate Eagle Vision to identify a potential guard. Use a Cherry Bomb to lure him out of position for an easy stealth kill.



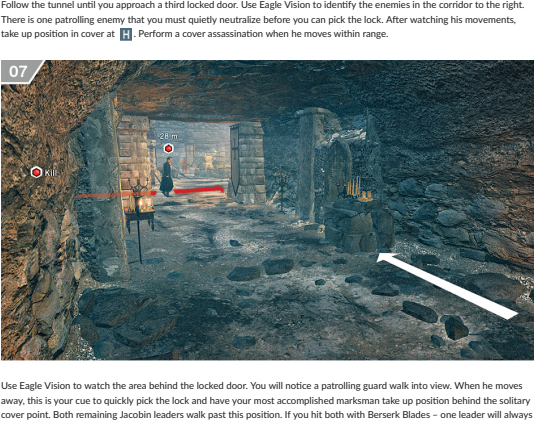
Pause when you reach the next junction and use Eagle Vision to detect a possible patrol to the right before you run straight ahead. You will reach a locked door with three pins when the tunnel curves to the left. Picking this lock enables you to bypass numerous enemies, but also provides a perfect avenue for picking off the first marked Jacobin target with the Phantom Blades. In the tunnel shown here, have one Assassin take cover at F and another (ideally the best marksman) at G. From here, you can easily kill the Jacobin leader – and then pick off other awkward henchmen as they move to investigate.



Once you have cleared a sufficient number of guards to enable movement into the main chamber, follow the left-hand wall and – being watchful for enemies – make your way to a second locked door at the end of a short tunnel to the north. Open this and go through.



Follow the tunnel until you approach a third locked door. Use Eagle Vision to identify the enemies in the corridor to the right. There is one patrolling enemy that you must quietly neutralize before you can pick the lock. After watching his movements, take up position in cover at H. Perform a cover assassination when he moves within range.



Use Eagle Vision to watch the area behind the locked door. You will notice a patrolling guard walk into view. When he moves away, this is your cue to quickly pick the lock and have your most accomplished marksman take up position behind the solitary cover point. Both remaining Jacobin leaders walk past this position. If you hit both with Berserk Blades – one leader will always rush to investigate when the first is hit – they will usually devastate their allies in a pitched melee. Watch this from cover with Eagle Vision until both targets fall. Your final task is to reach the waypoint marker at the end of a long tunnel to end the mission.

Political Persecution

Mission Availability	Sequence 03
Players	4 max
Difficulty	◇◇◇◇◆
Mission Rewards	Improved Bourgeois Bracers, Improved Prowler Breeches, Arno's Master Coat

The opening five minutes of this mission offer its most frantic and challenging moments by far. As soon as it formally begins, you must reach and "warn" (for which, read: interact with) a specified number of highlighted Girondists before the timer expires. These targets can appear in many different houses, with the configuration potentially changing each time you play "Political Persecution" (though not, you should note, should you be returned to the opening checkpoint).

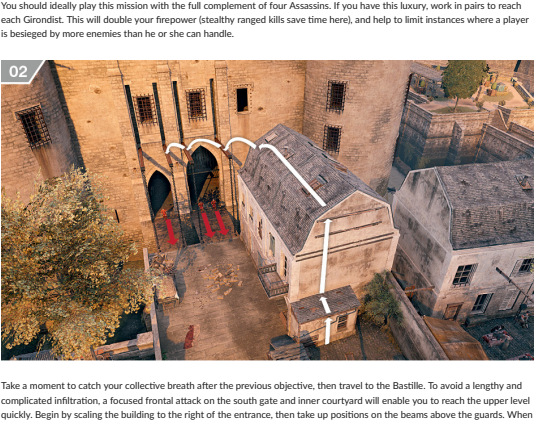
As the locations of your targets are revealed in-game and vary from session to session, there is little point in documenting potential scenarios here. However, you may find the following general tips to be useful during early playthroughs:

There are usually guards in and around each building containing a Girondist. Watch out for rooftop sentries, guards patrolling floors above or below a target's position (or even in the room with them), and numerous patrols and watchmen at ground level.

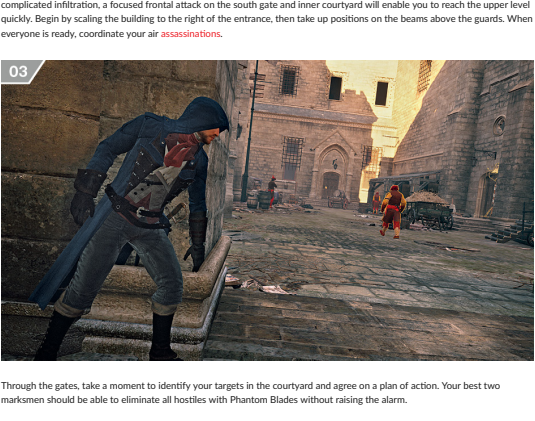
The buildings where Girondists are located usually have between two and five points of entry. Not every building offers free movement between all floors: closed doors may prevent access to stairways.

Make liberal use of Eagle Vision to avoid being surprised by guards, and be sure to mark dangerous enemies to assist your allies. Eagle Vision will also enable you to identify the precise floor where each Girondist can be found: they appear in gold.

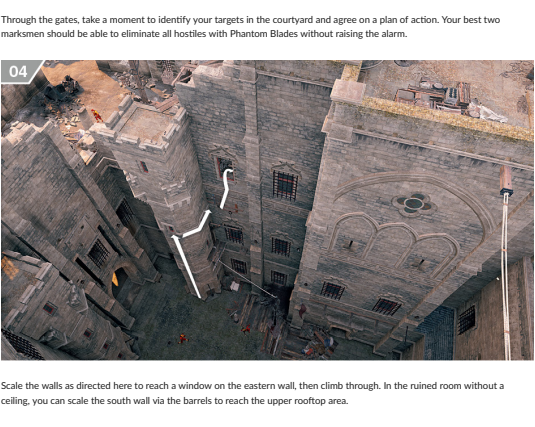
You should ideally play this mission with the full complement of four Assassins. If you have this luxury, work in pairs to reach each Girondist. This will double your firepower (stealthy ranged kills save time here), and help to limit instances where a player is besieged by more enemies than he or she can handle.



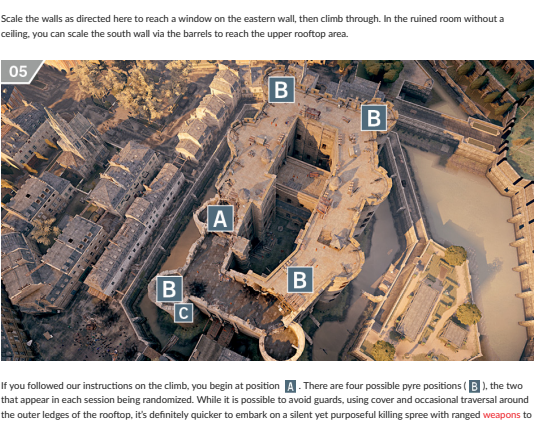
Take a moment to catch your collective breath after the previous objective, then travel to the Bastille. To avoid a lengthy and complicated infiltration, a focused frontal attack on the south gate and inner courtyard will enable you to reach the upper level quickly. Begin by scaling the building to the right of the entrance, then take up positions on the beams above the guards. When everyone is ready, coordinate your air assassinations.



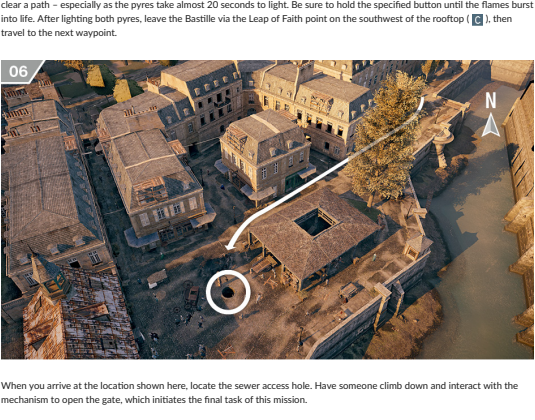
Through the gates, take a moment to identify your targets in the courtyard and agree on a plan of action. Your best two marksmen should be able to eliminate all hostiles with Phantom Blades without raising the alarm.



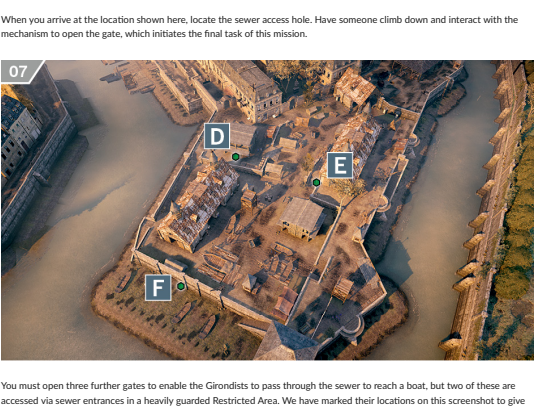
Scale the walls as directed here to reach a window on the eastern wall, then climb through. In the ruined room without a ceiling, you can scale the south wall via the barrels to reach the upper rooftop area.



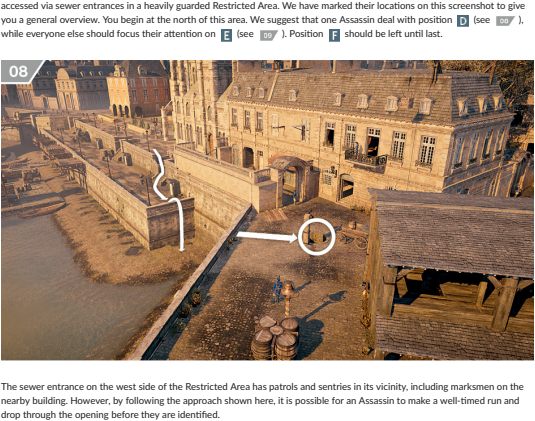
If you followed our instructions on the climb, you begin at position A. There are four possible pyre positions (B), the two that appear in each session being randomized. While it is possible to avoid guards, using cover and occasional traversal around the outer ledges of the rooftop, it's definitely quicker to embark on a silent yet purposeful killing spree with ranged weapons to clear a path – especially as the pyres take almost 20 seconds to light. Be sure to hold the specified button until the flames burst into life. After lighting both pyres, leave the Bastille via the Leap of Faith point on the southwest of the rooftop (C), then travel to the next waypoint.



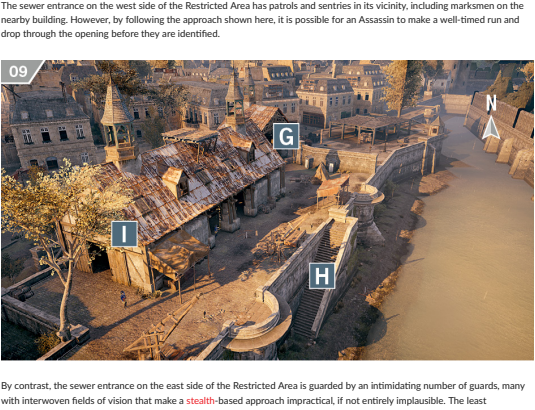
When you arrive at the location shown here, locate the sewer access hole. Have someone climb down and interact with the mechanism to open the gate, which initiates the final task of this mission.



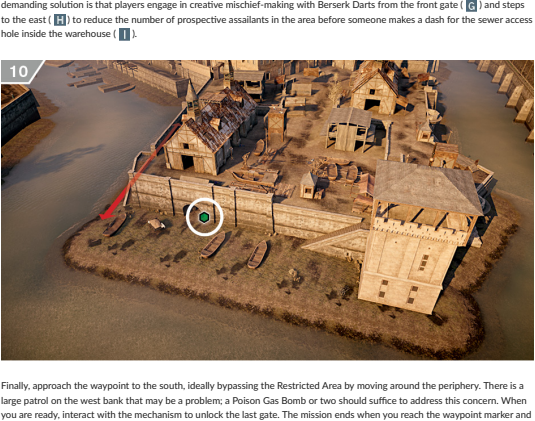
You must open three further gates to enable the Girondists to pass through the sewer to reach a boat, but two of these are accessed via sewer entrances in a heavily guarded Restricted Area. We have marked their locations on this screenshot to give you a general overview. You begin at the north of this area. We suggest that one Assassin deal with position D (see), while everyone else should focus their attention on E (see). Position F should be left until last.



The sewer entrance on the west side of the Restricted Area has patrols and sentries in its vicinity, including marksmen on the nearby building. However, by following the approach shown here, it is possible for an Assassin to make a well-timed run and drop through the opening before they are identified.



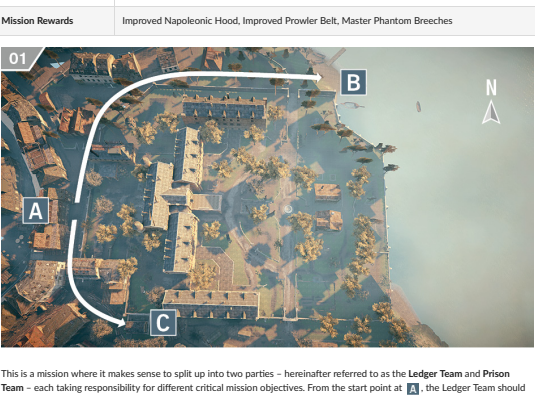
By contrast, the sewer entrance on the east side of the Restricted Area is guarded by an intimidating number of guards, many with interwoven fields of vision that make a stealth-based approach impractical, if not entirely implausible. The least demanding solution is that players engage in creative mischief-making with Berserk Darts from the front gate (G) and steps to the east (H) to reduce the number of prospective assailants in the area before someone makes a dash for the sewer access hole inside the warehouse (I).



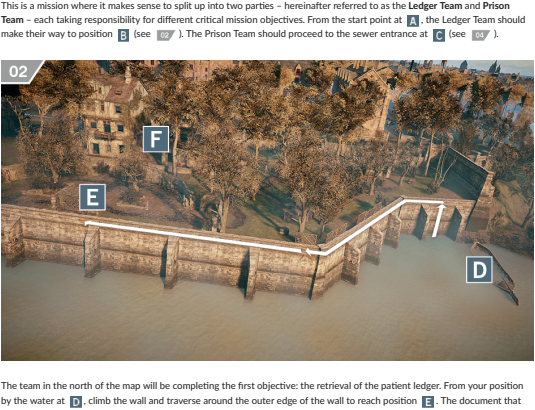
Finally, approach the waypoint to the south, ideally bypassing the Restricted Area by moving around the periphery. There is a large patrol on the west bank that may be a problem; a Poison Gas Bomb or two should suffice to address this concern. When you are ready, interact with the mechanism to unlock the last gate. The mission ends when you reach the waypoint marker and the Girondists arrive at the boat.

Les Enragés

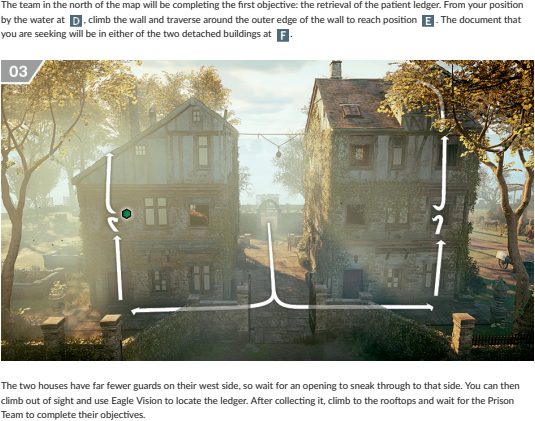
Mission Availability	Sequence 03
Players	4 max
Difficulty	◇◇◇◇◆
Mission Rewards	Improved Napoleonic Hood, Improved Prowler Belt, Master Phantom Breeches



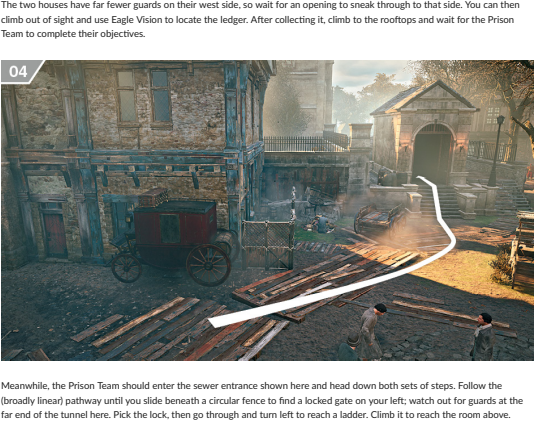
This is a mission where it makes sense to split up into two parties – hereinafter referred to as the **Ledger Team** and **Prison Team** – each taking responsibility for different critical mission objectives. From the start point at A, the Ledger Team should make their way to position B (see). The Prison Team should proceed to the sewer entrance at C (see).



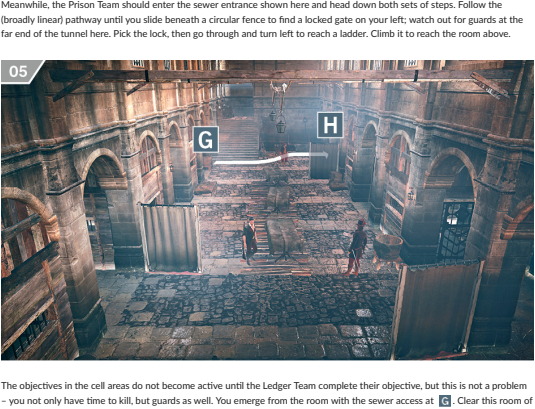
The team in the north of the map will be completing the first objective: the retrieval of the patient ledger. From your position by the water at D, climb the wall and traverse around the outer edge of the wall to reach position E. The document that you are seeking will be in either of the two detached buildings at F.



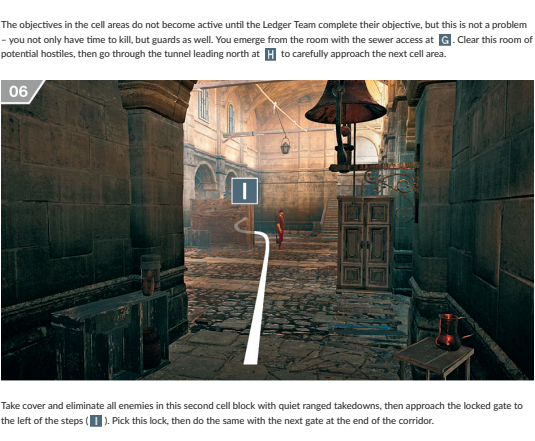
The two houses have far fewer guards on their west side, so wait for an opening to sneak through to that side. You can then climb out of sight and use Eagle Vision to locate the ledger. After collecting it, climb to the rooftops and wait for the Prison Team to complete their objectives.



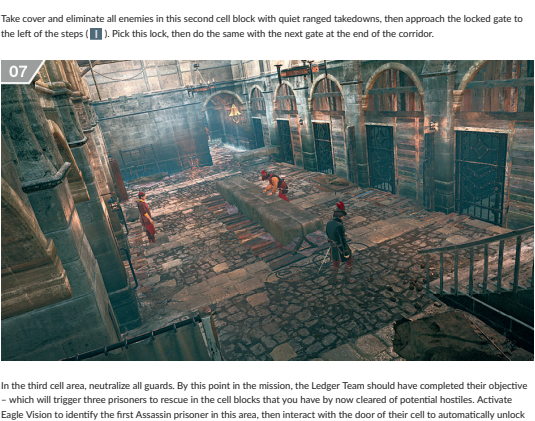
Meanwhile, the Prison Team should enter the sewer entrance shown here and head down both sets of steps. Follow the (broadly linear) pathway until you slide beneath a circular fence to find a locked gate on your left; watch out for guards at the far end of the tunnel here. Pick the lock, then go through and turn left to reach a ladder. Climb it to reach the room above.



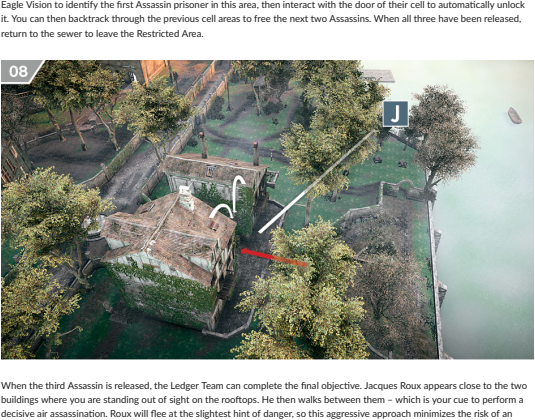
The objectives in the cell areas do not become active until the Ledger Team complete their objective, but this is not a problem – you not only have time to kill, but guards as well. You emerge from the room with the sewer access at G. Clear this room of potential hostiles, then go through the tunnel leading north at H to carefully approach the next cell area.



Take cover and eliminate all enemies in this second cell block with quiet ranged takedowns, then approach the locked gate to the left of the steps (I). Pick this lock, then do the same with the next gate at the end of the corridor.



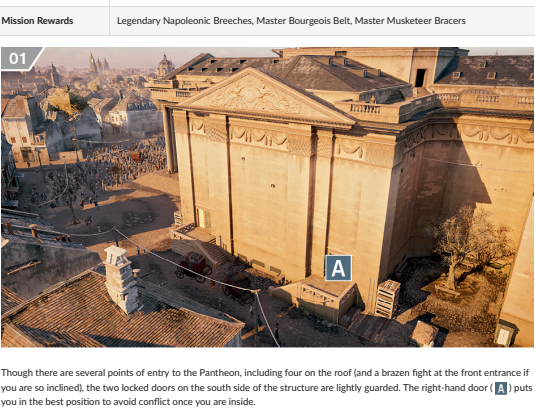
In the third cell area, neutralize all guards. By this point in the mission, the Ledger Team should have completed their objective – which will trigger three prisoners to rescue in the cell blocks that you have by now cleared of potential hostiles. Activate Eagle Vision to identify the first Assassin prisoner in this area, then interact with the door of their cell to automatically unlock it. You can then backtrack through the previous cell areas to free the next two Assassins. When all three have been released, return to the sewer to leave the Restricted Area.



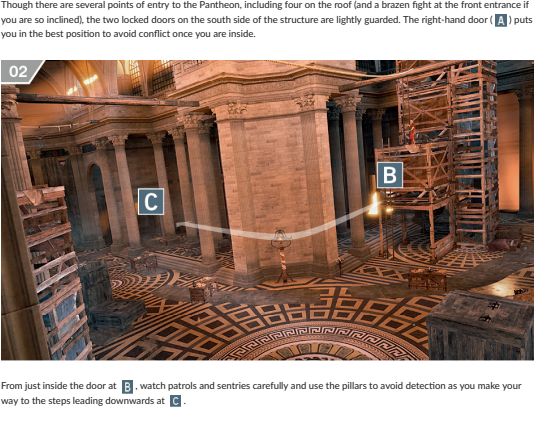
When the third Assassin is released, the Ledger Team can complete the final objective. Jacques Roux appears close to the two buildings where you are standing out of sight on the rooftops. He then walks between them – which is your cue to perform a decisive air assassination. Roux will flee at the slightest hint of danger, so this aggressive approach minimizes the risk of an escape. On that subject, the Ledger Team can easily outpace guards during a sprint to the water at J, and then swim away to the north. All Assassins can then leave the highlighted area to end the mission.

Moving Mirabeau

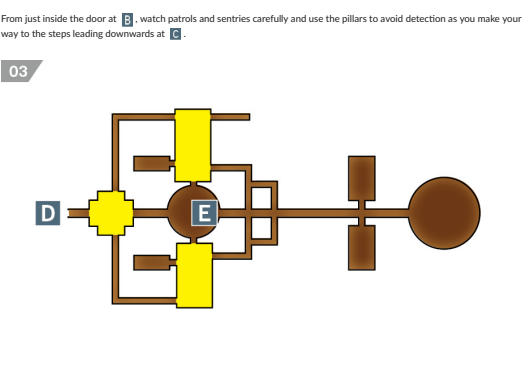
Mission Availability	Sequence 03
Players	2 max
Difficulty	◇◇◇◇◇
Mission Rewards	Legendary Napoleonic Breeches, Master Bourgeois Belt, Master Musketeer Bracers



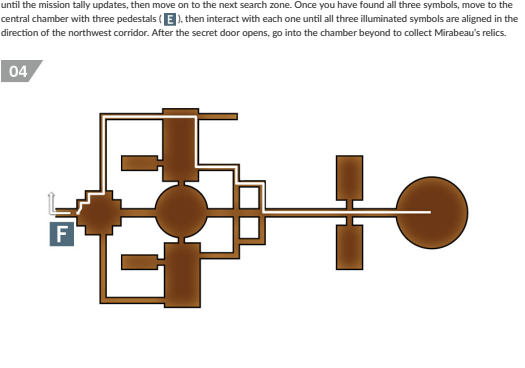
Though there are several points of entry to the Pantheon, including four on the roof (and a brazen fight at the front entrance if you are so inclined), the two locked doors on the south side of the structure are lightly guarded. The right-hand door (A) puts you in the best position to avoid conflict once you are inside.



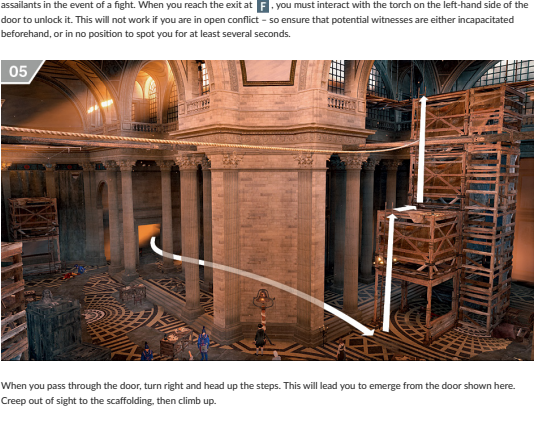
From just inside the door at B, watch patrols and sentries carefully and use the pillars to avoid detection as you make your way to the steps leading downwards at C.



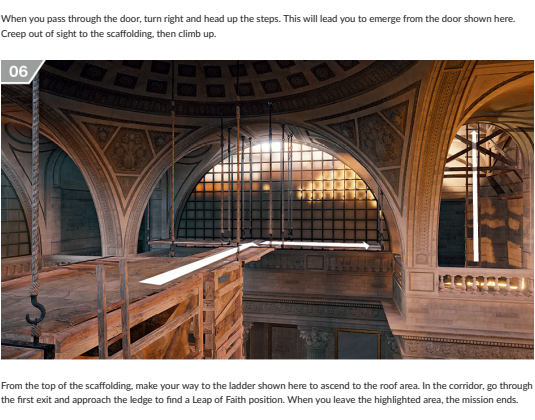
When you reach the waypoint at the bottom of the stairs (D), a puzzle awaits. To solve it, you must first find three symbols in the highlighted search areas with Eagle Vision. As there are numerous Templar henchmen in the area, it pays to work as a team to methodically eliminate potential witnesses as you move between the rooms. Look for square panels on the walls and pillars in each area: these are the potential sites of each symbol. When you find one, keep it in sight (and at relatively close range) until the mission tally updates, then move on to the next search zone. Once you have found all three symbols, move to the central chamber with three pedestals (E), then interact with each one until all three illuminated symbols are aligned in the direction of the northwest corridor. After the secret door opens, go into the chamber beyond to collect Mirabeau's relics.



Your next task is to escape – but the arrival of the National Guard rather complicates your departure. Follow the route on the map shown here to avoid conflict, sliding through low gaps and unlocking gates as you move around the outside of the underground area. Rather than avoiding the new enemies, it's probably more prudent to eliminate them to reduce potential assailants in the event of a fight. When you reach the exit at F, you must interact with the torch on the left-hand side of the door to unlock it. This will not work if you are in open conflict – so ensure that potential witnesses are either incapacitated beforehand, or in no position to spot you for at least several seconds.



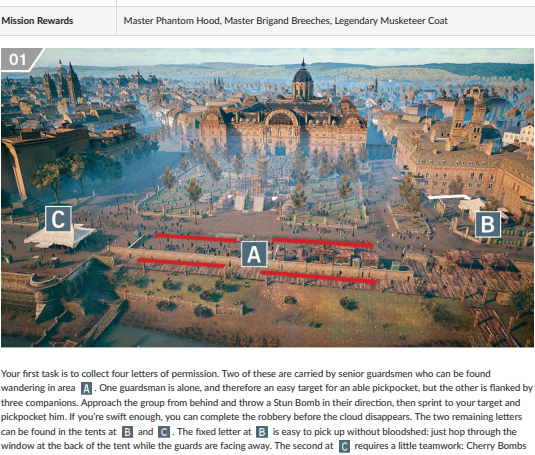
When you pass through the door, turn right and head up the steps. This will lead you to emerge from the door shown here. Creep out of sight to the scaffolding, then climb up.



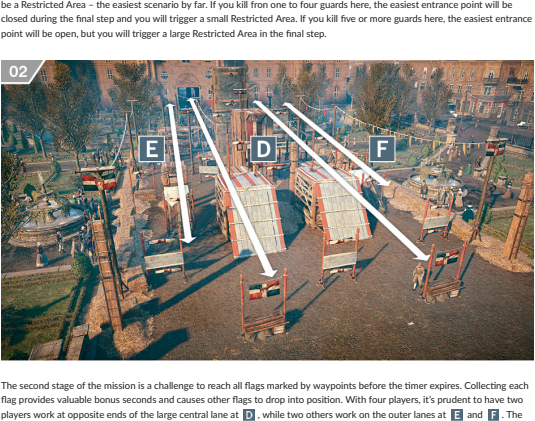
From the top of the scaffolding, make your way to the ladder shown here to ascend to the roof area. In the corridor, go through the first exit and approach the ledge to find a Leap of Faith position. When you leave the highlighted area, the mission ends.

The Tournament

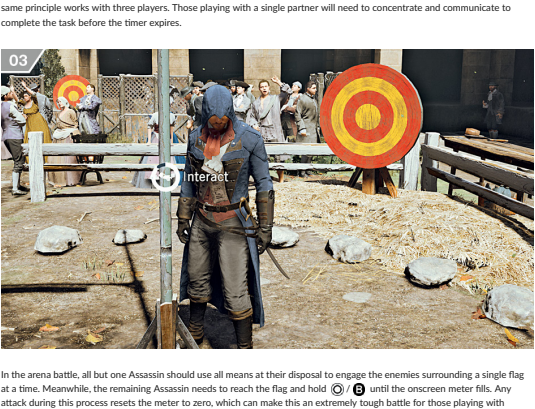
Mission Availability	Sequence 03
Players	4 max
Difficulty	◇◇◇◇◇
Mission Rewards	Master Phantom Hood, Master Brigand Breeches, Legendary Musketeer Coat



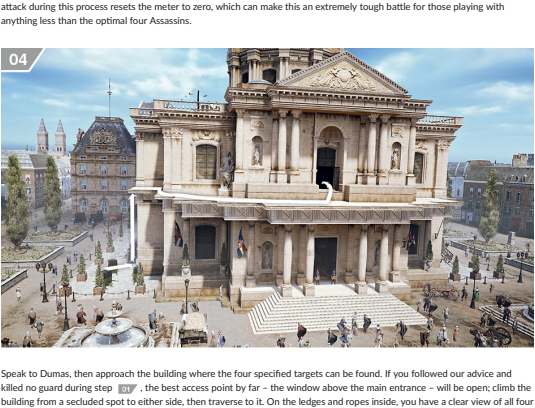
Your first task is to collect four letters of permission. Two of these are carried by senior guardsmen who can be found wandering in area A. One guardsman is alone, and therefore an easy target for an able pickpocket, but the other is flanked by three companions. Approach the group from behind and throw a Stun Bomb in their direction, then sprint to your target and pickpocket him. If you're swift enough, you can complete the robbery before the cloud disappears. The two remaining letters can be found in the tents at B and C. The fixed letter at B is easy to pick up without bloodshed; just hop through the window at the back of the tent while the guards are facing away. The second at C requires a little teamwork: Cherry Bombs or outright provocation will work to redirect the vigilance of the guards while an unseen Assassin expertly lifts the required item. The amount of guards that you kill during this entire step is very important: if you do not kill any (as we recommend here), you will be able to use the easiest point of entrance during the mission's final step (04), and the assassination zone will not be a Restricted Area – the easiest scenario by far. If you kill from one to four guards here, the easiest entrance point will be closed during the final step and you will trigger a small Restricted Area. If you kill five or more guards here, the easiest entrance point will be open, but you will trigger a large Restricted Area in the final step.



The second stage of the mission is a challenge to reach all flags marked by waypoints before the timer expires. Collecting each flag provides valuable bonus seconds and causes other flags to drop into position. With four players, it's prudent to have two players work at opposite ends of the large central lane at D, while two others work on the outer lanes at E and F. The same principle works with three players. Those playing with a single partner will need to concentrate and communicate to complete the task before the timer expires.



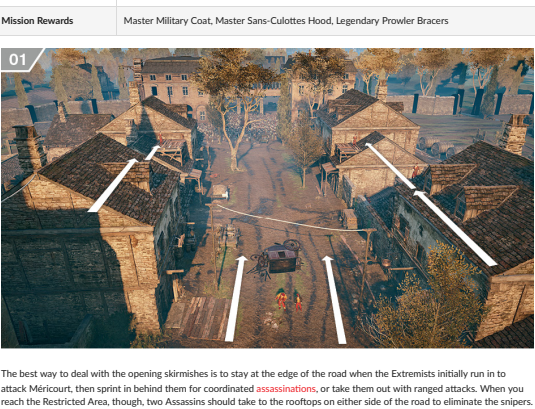
In the arena battle, all but one Assassin should use all means at their disposal to engage the enemies surrounding a single flag at a time. Meanwhile, the remaining Assassin needs to reach the flag and hold ◎/Ⓑ until the onscreen meter fills. Any attack during this process resets the meter to zero, which can make this an extremely tough battle for those playing with anything less than the optimal four Assassins.



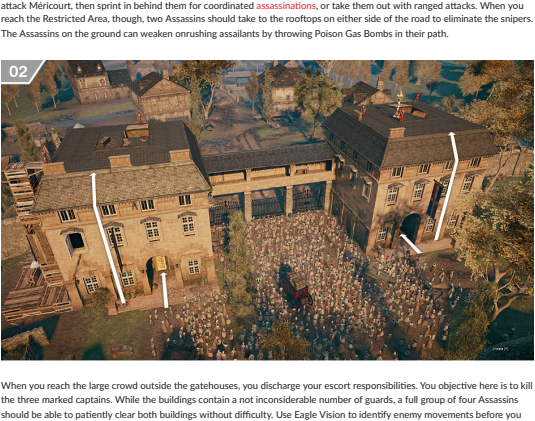
Speak to Dumas, then approach the building where the four specified targets can be found. If you followed our advice and killed no guard during step 01, the best access point by far – the window above the main entrance – will be open; climb the building from a secluded spot to either side, then traverse to it. On the ledges and ropes inside, you have a clear view of all four coup conspirators. Berserk Blades offer a convenient way to eliminate all targets without repercussions, though this situation also presents a rare opportunity for a perfect four-man synchronized air assassination display. This will clearly lead to a pitched fight with the remaining enemies, but some might deem this an acceptable consequence... If you killed five or more guards during step 01, the front window will still be open, but the zone will be considered as a Restricted Area. If you killed one to four guards, the front window will be closed, so you will have to use side windows instead.

Women's March

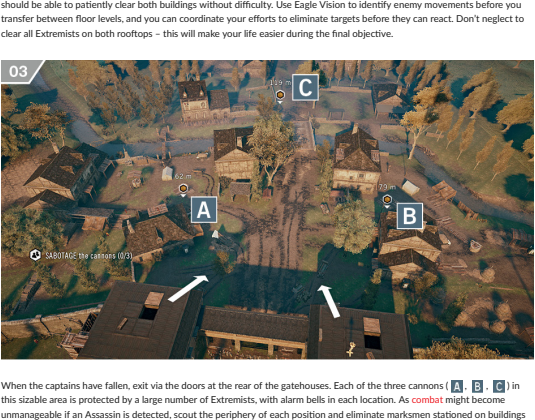
Mission Availability	Sequence 03
Players	4 max
Difficulty	◇◇◇◇◇
Mission Rewards	Master Military Coat, Master Sans-Culottes Hood, Legendary Prowler Bracers



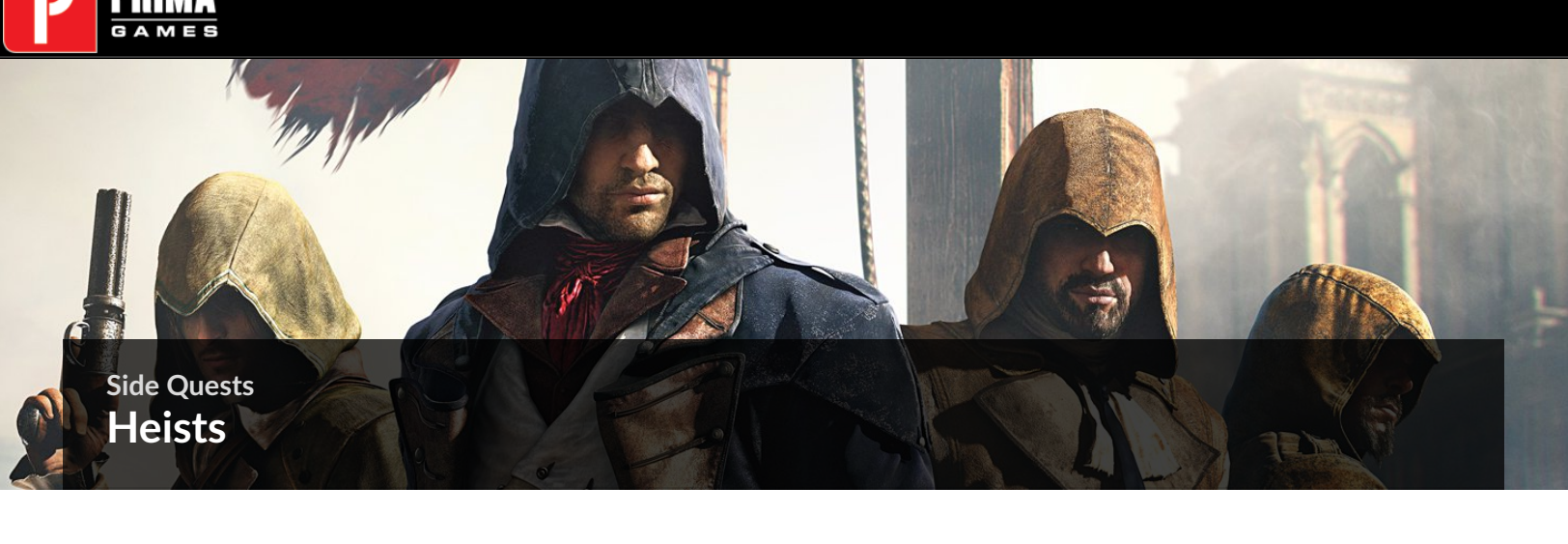
The best way to deal with the opening skirmishes is to stay at the edge of the road when the Extremists initially run in to attack Méricourt, or take them out with ranged assassinations. When you reach the Restricted Area, though, two Assassins should take to the rooftops on either side of the road to eliminate the snipers. The Assassins on the ground can weaken onrushing assailants by throwing Poison Gas Bombs in their path.



When you reach the large crowd outside the gatehouses, you discharge your escort responsibilities. You objective here is to kill the three marked captains. While the buildings contain a not inconsiderable number of guards, a full group of four Assassins should be able to patiently clear both buildings without difficulty. Use Eagle Vision to identify enemy movements before you transfer between floor levels, and you can coordinate your efforts to eliminate targets before they can react. Don't neglect to clear all Extremists on both rooftops – this will make your life easier during the final objective.



When the captains have fallen, exit via the doors at the rear of the gatehouses. Each of the three cannons (A, B, C) in this sizable area is protected by a large number of Extremists, with alarm bells in each location. As combat might become unmanageable if an Assassin is detected, scout the periphery of each position and eliminate marksmen stationed on buildings and other elevated vantage points. You can then get creative in the way that you reduce the number of Extremists surrounding each cannon. For example, Berserk Blades employed against a couple of stronger enemies (Brutes or better) is clearly a smart move... but a couple of Poison Gas Bombs expertly lobbed into the middle of the melee that ensues turns a good plan into a great plan.



Side Quests

Heists

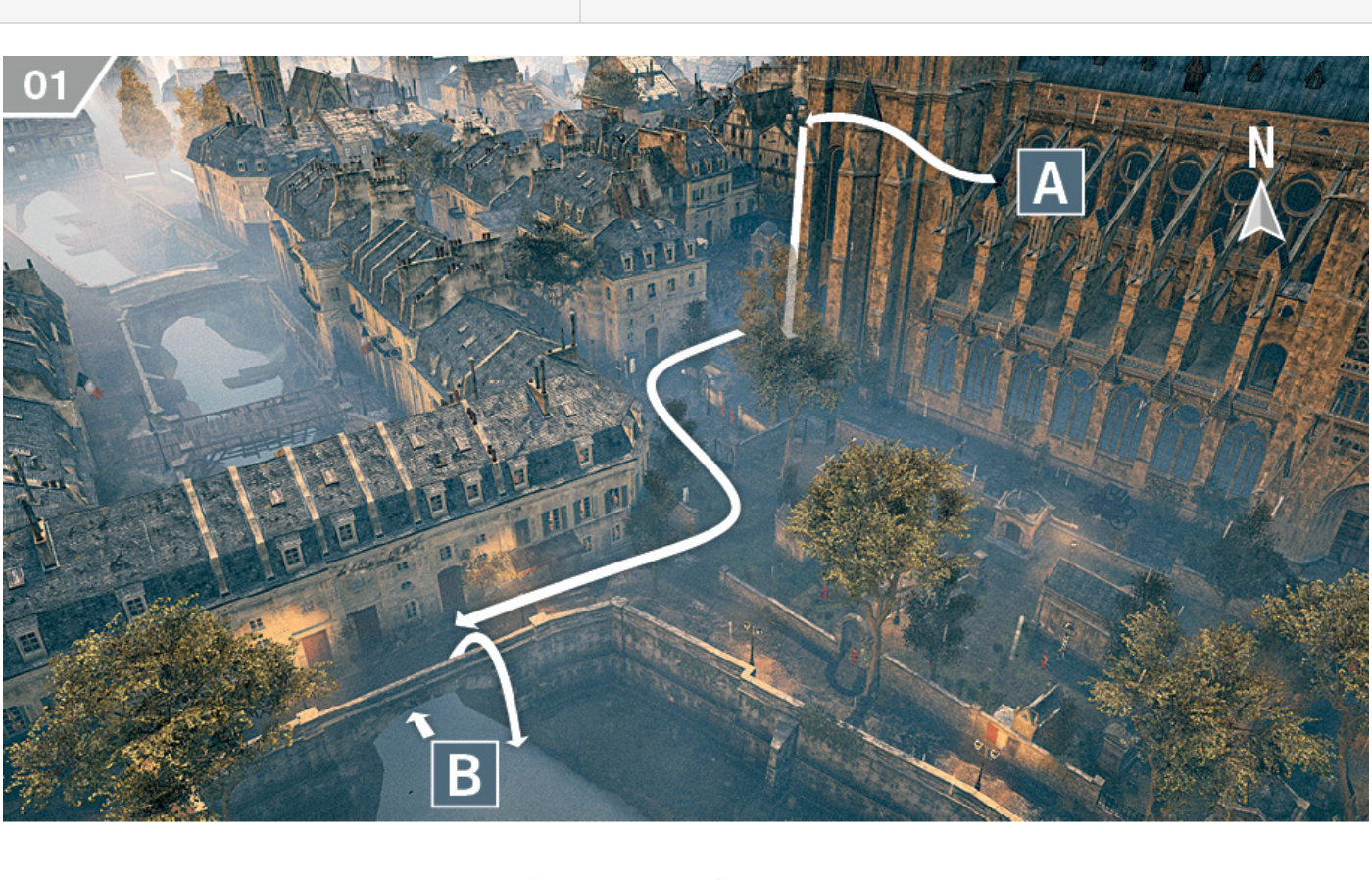
Heists are co-op missions where your goal is to steal the contents of a chest hidden in a Restricted Area. Though Heists demand a similar degree of cooperation and coordination from participating players as the co-op stories, these missions exact a (quite literal) price for detection… and a brutal sanction for those who fall in combat.

At the start of each Heist, there is a bonus reward pool. For every moment that a player is detected by an opponent, however, this total is reduced at an alarming rate. Worse still, a player who dies in combat cannot respawn. To complicate matters further, the more difficult Heists feature randomized configurations of enemies, chests, and access points, making them completely different from one session to the next, and thus unpredictable. For these reasons, Heists are no place for devil-may-care individualism or any degree of carelessness. Mistakes are expensive; fatal errors are painful in their finality. Only players who work closely and with care can hope to claim the financial rewards that the most dangerous Heists can offer.

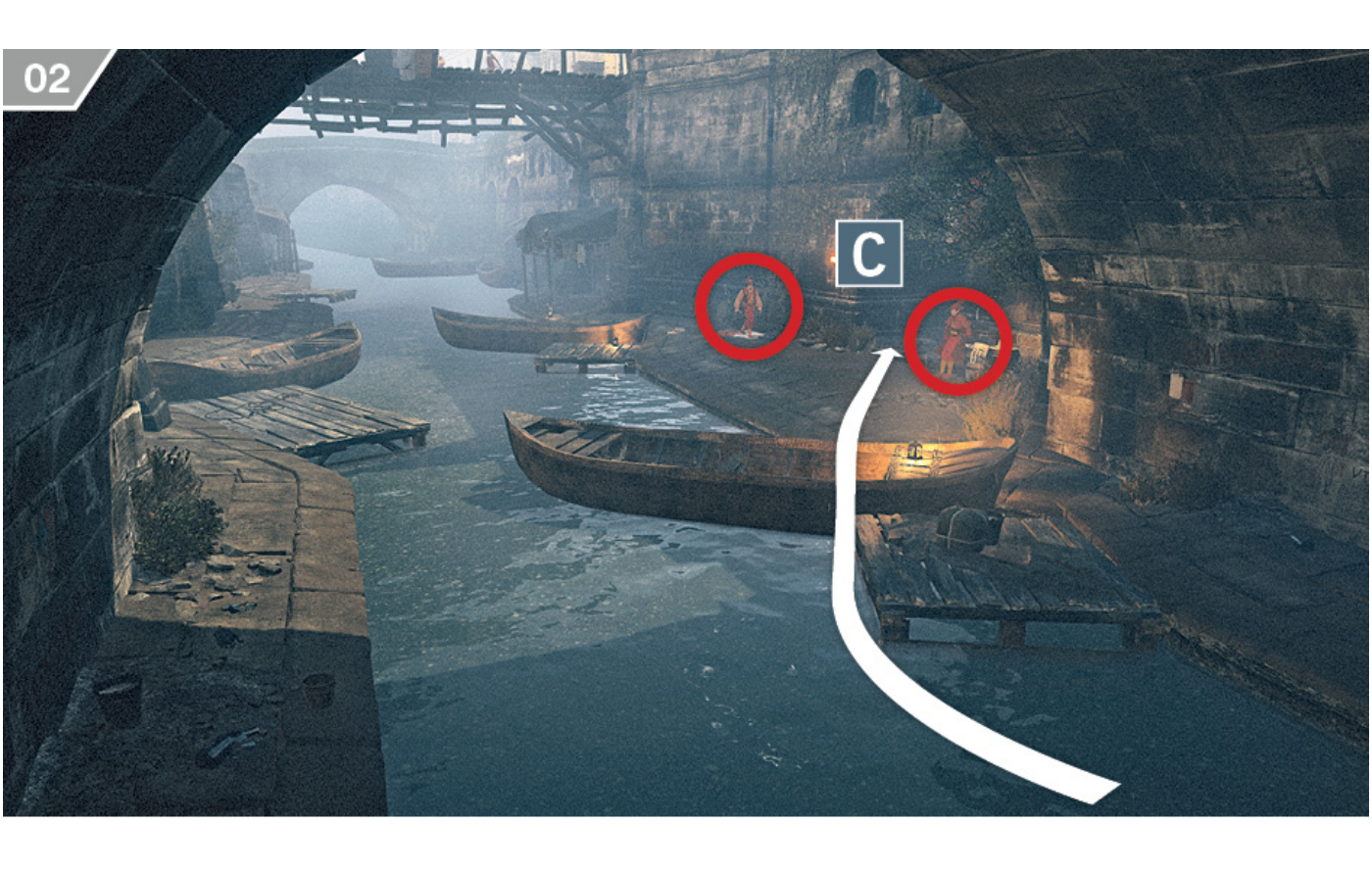
If you have yet to do so, we strongly advise that you read the Reference & Analysis chapter before you play these missions. There are certain staple techniques that can help to drastically reduce the difficulty level when you face apparently insurmountable odds – a scenario that Heists deliver more often than you might expect…

Tithing Templars

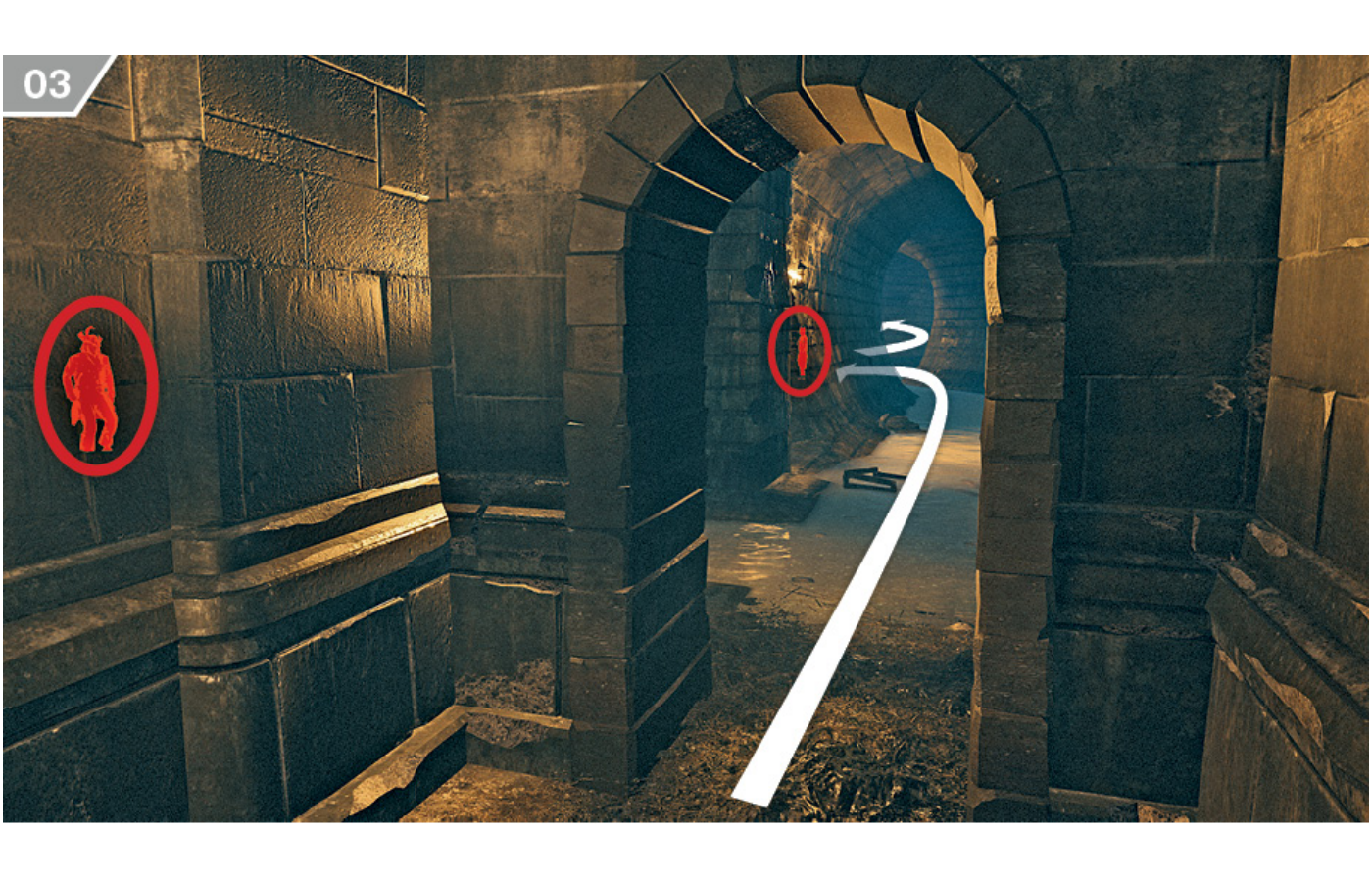
Mission Availability	Sequence 03
Players	2 max
Difficulty	◇◇◆◆◆
Mission Rewards	250 ₣ , 500 ₣ bonus pool



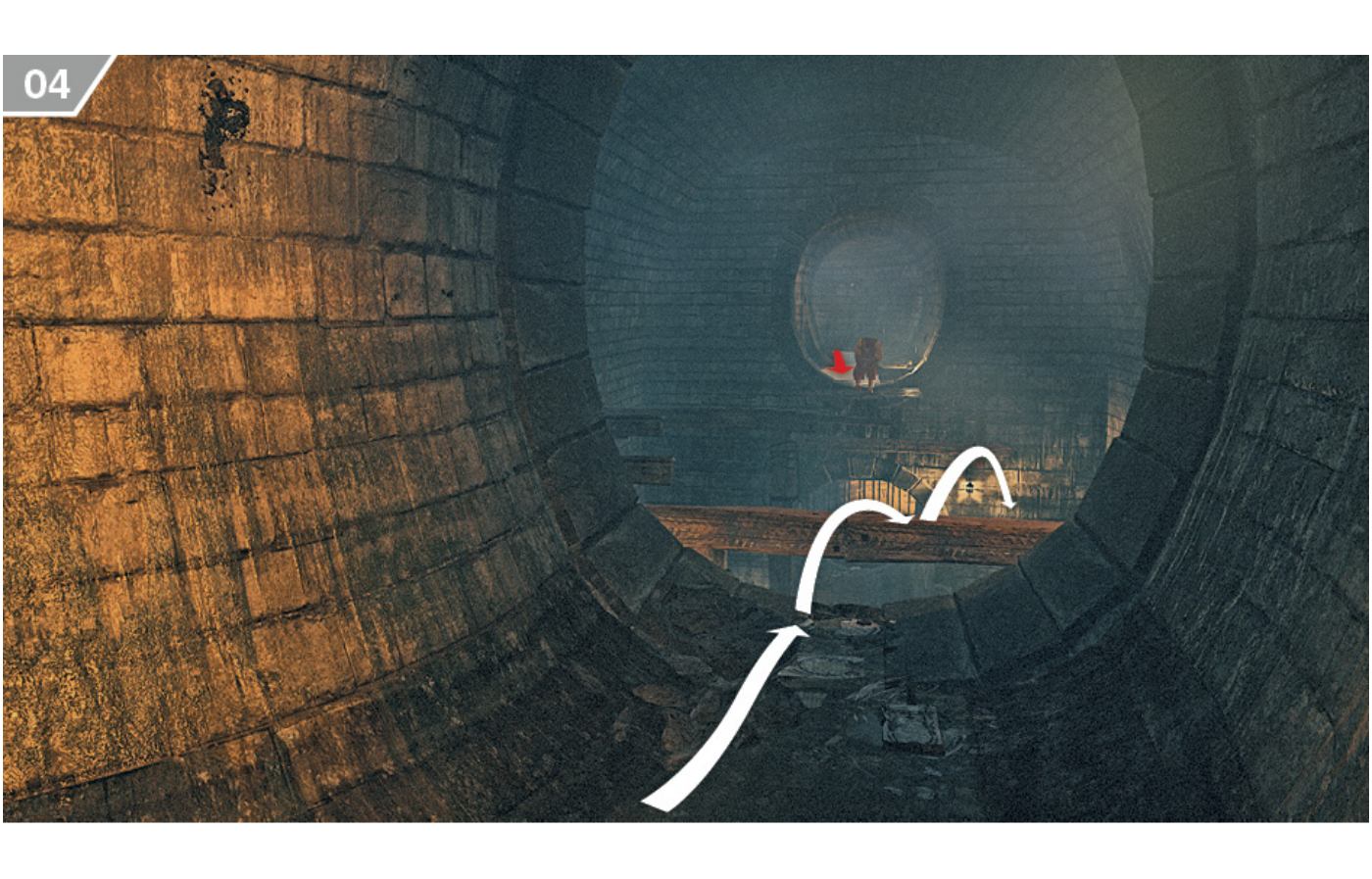
As befits its position as the first Heist on the list, "Tithing Templars" is much more simple than the missions that follow. In many ways, it's very similar to a main storyline Memory: an area to infiltrate, and a position to reach. From your starting position at A, you might automatically assume that the fog-shrouded graveyard presents the only route to reach the artifacts hidden in the tunnels below. As it happens, there is an easier way. Bypass the heavily patrolled graveyard entirely and head for the sewer entrance at B.



Deal with the two guards at the entrance (C) with ranged weapons, then head through. There may or may not be gates to lockpick here: it can vary from session to session.



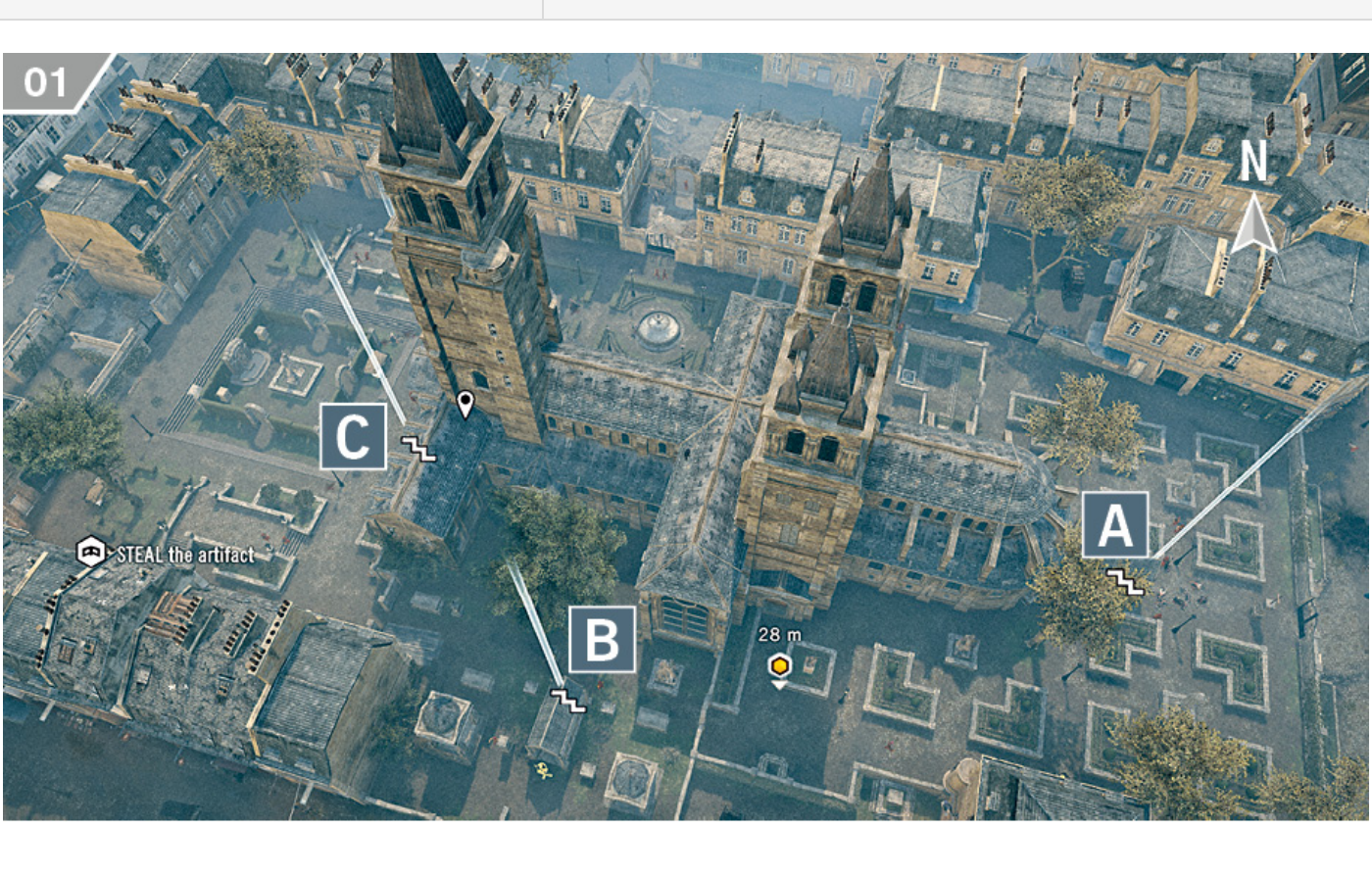
While you are inside the tunnels, use Eagle Vision at regular intervals to identify Extremists in your vicinity. There is usually one stationary guard at the first junction that you reach, as shown on the screenshot. Wait until he faces away, then sneak past him and move along the tunnel directly ahead. As you approach the next junction, watch for a patrolling guard. Eliminate him quietly, then go in the direction of the waypoint, quietly dispatching any Extremist on the way. The chest can randomly be found in any of three possible locations.



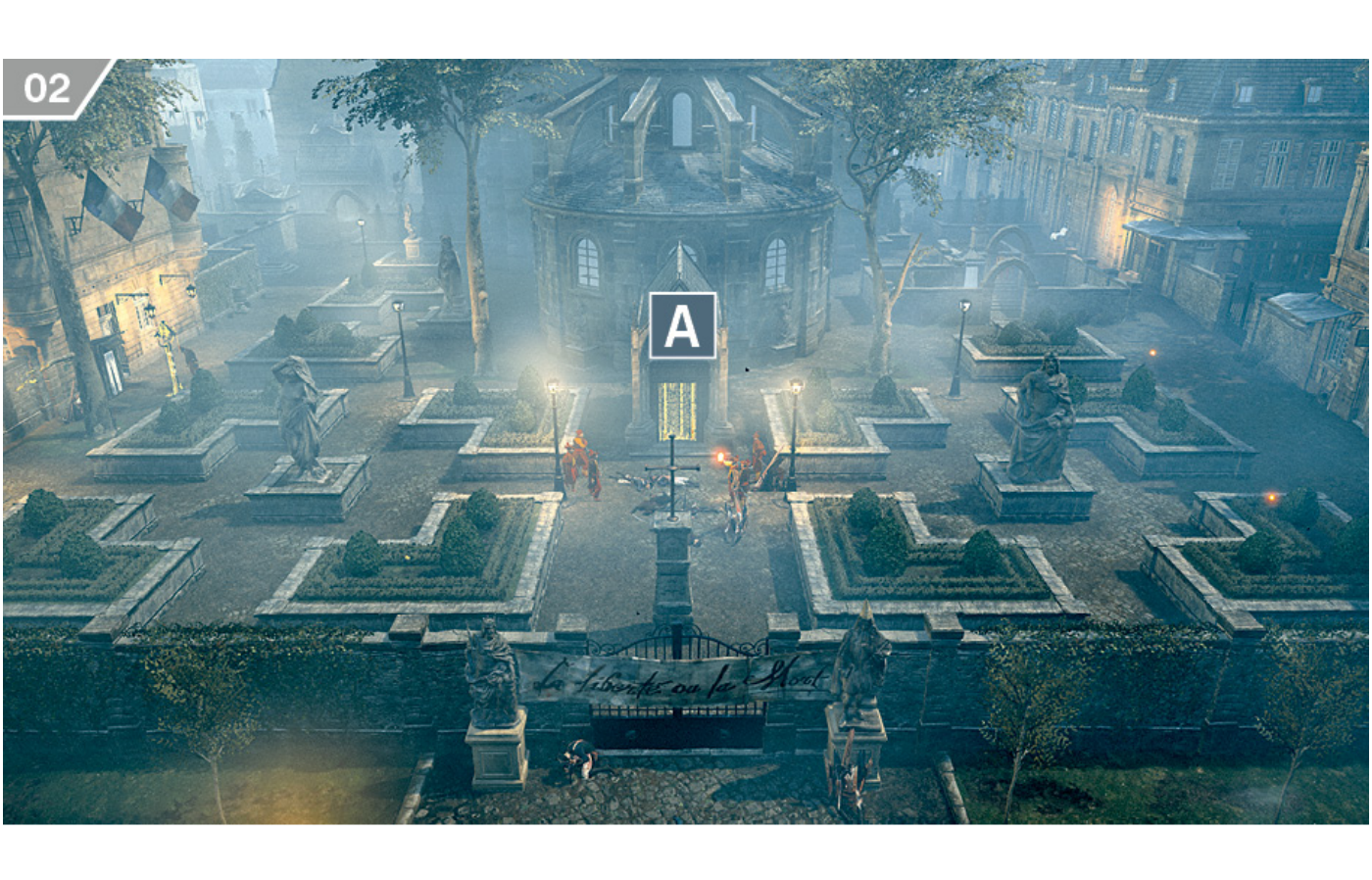
When you reach the chamber with the chest, identify your enemies with Eagle Vision and agree on a plan of action to take them all down simultaneously. Once you have emptied the chest, carefully retrace your steps and leave the highlighted area to conclude the mission.

Catacomb Raider

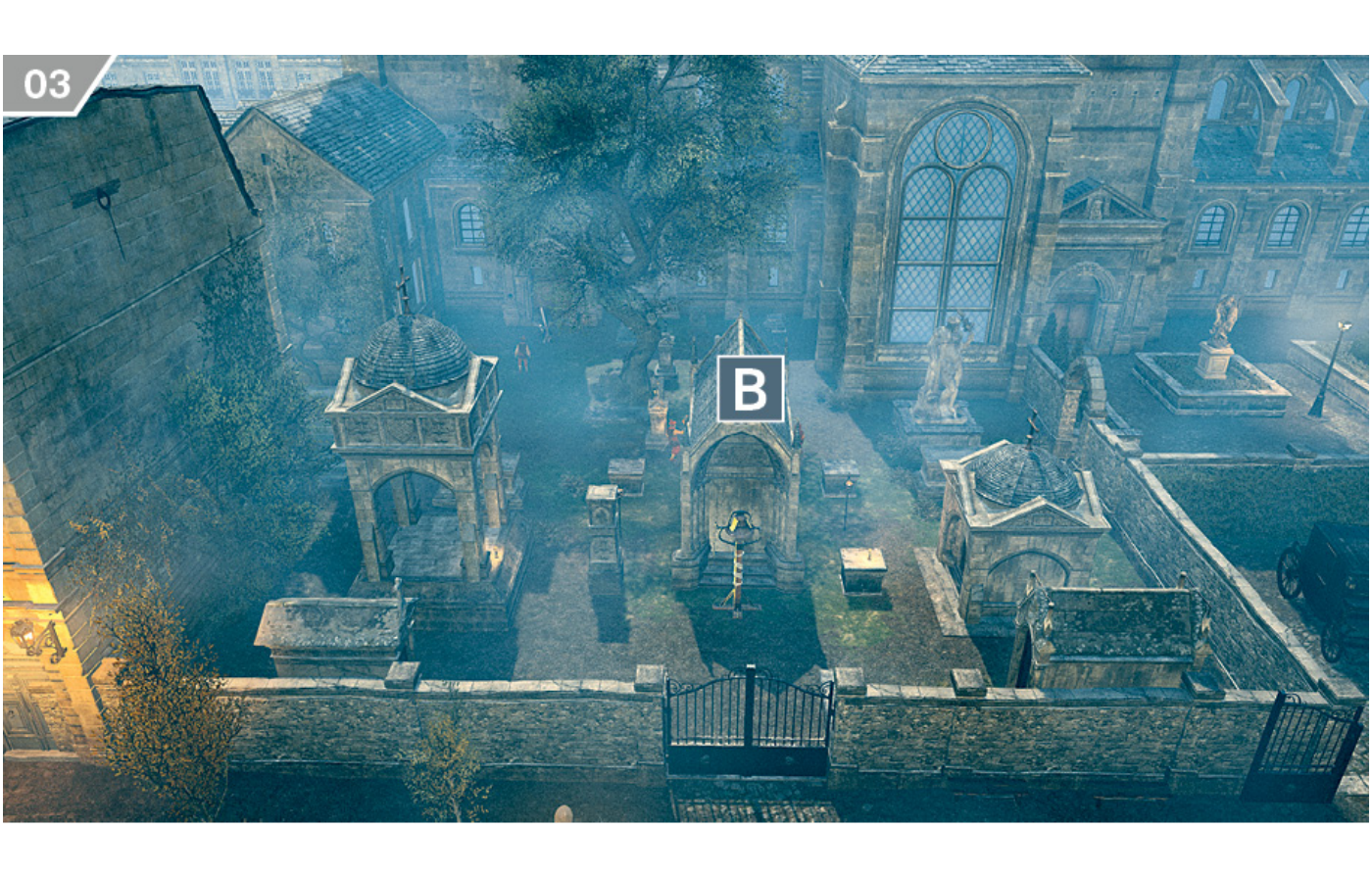
Mission Availability	Sequence 03
Players	2 max
Difficulty	◇◇◇◆◆
Mission Rewards	1,000 ₣ , 2,000 ₣ bonus pool



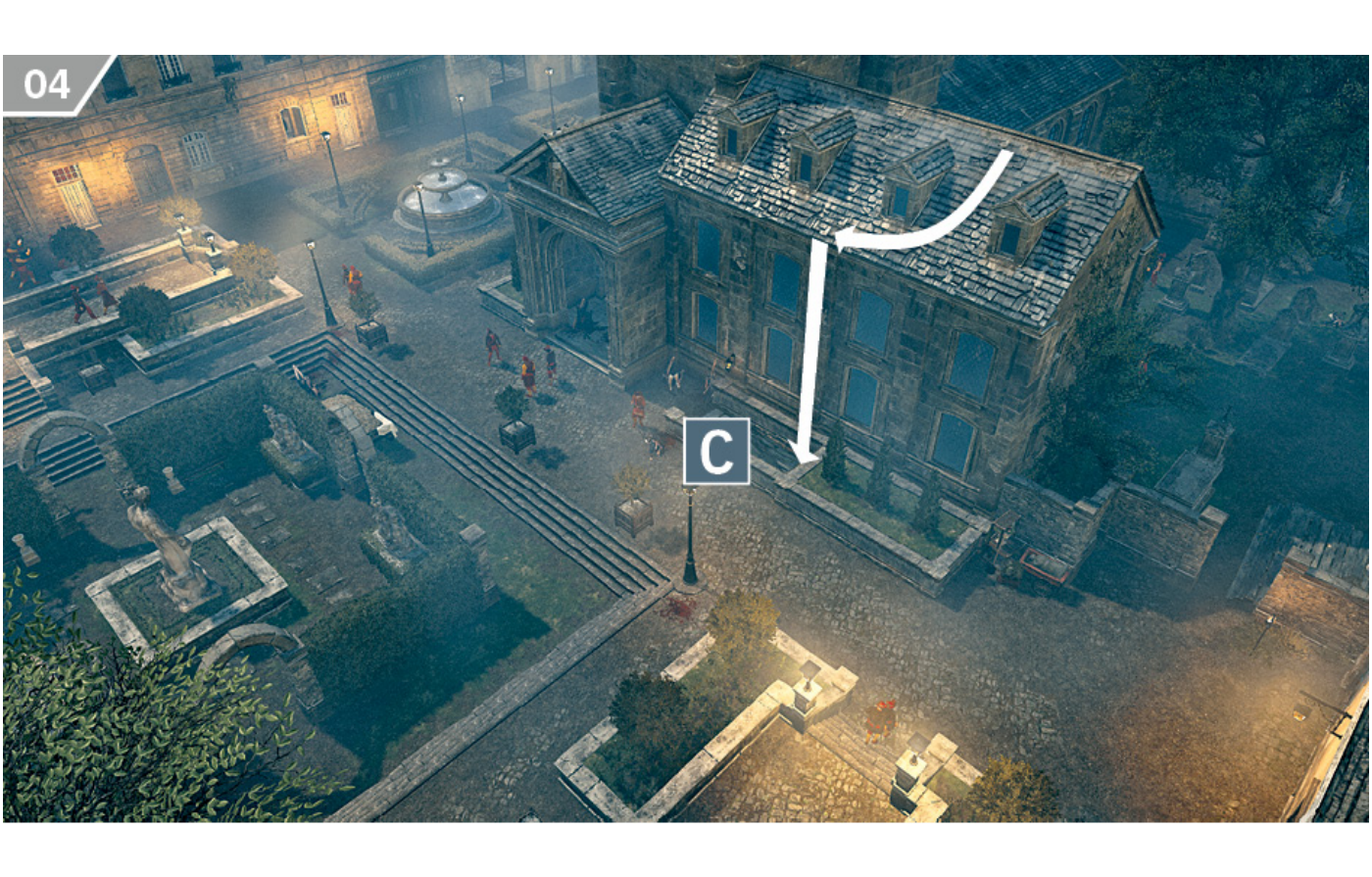
This Heist also features a trip into a network of tunnels to appropriate items, but the primary challenge here is to reach the underground area without incident. You have three points of entry to choose from (A , B and C), each with its own merits.



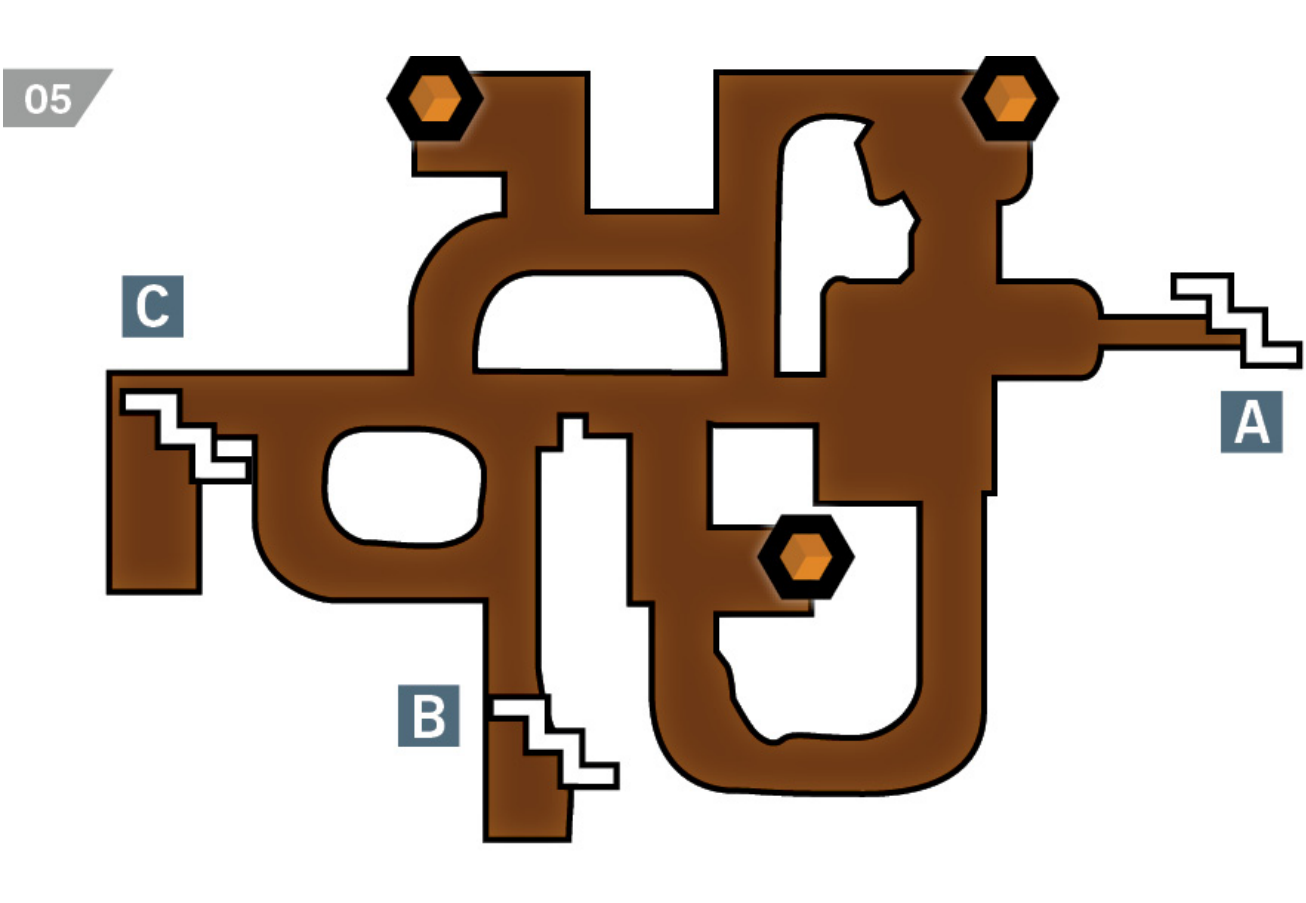
Position A is probably the most complicated due to the presence of a large patrol, and two guards directly outside the entrance. If you bide your time carefully, it's possible to eliminate only the pair by the catacomb entry and sneak inside… but getting back out again will be much more difficult. Alternatively, smart use of Berserk Blades can enable you to reduce enemy numbers to a manageable level. Look out for snipers on the buildings behind you before you clamber over the walls.



Entrance B presents the easiest configuration of guards to neutralize without being detected, which will also make your departure easier.



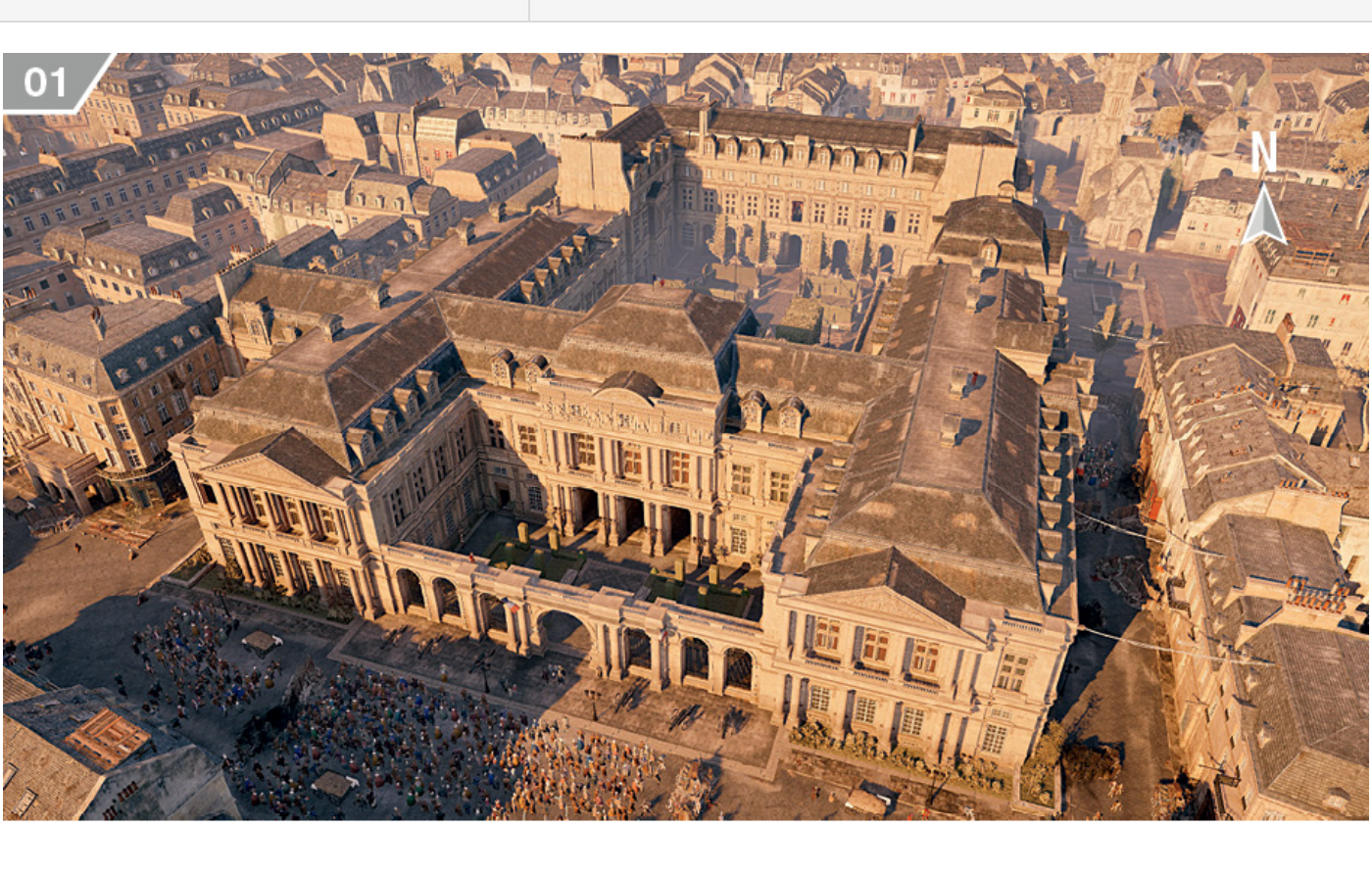
Entrance C is also very complicated, with an alarm bell and a sniper nearby. Using this entrance will probably be the sole preserve of master Assassins with an appetite for heightened difficulty.



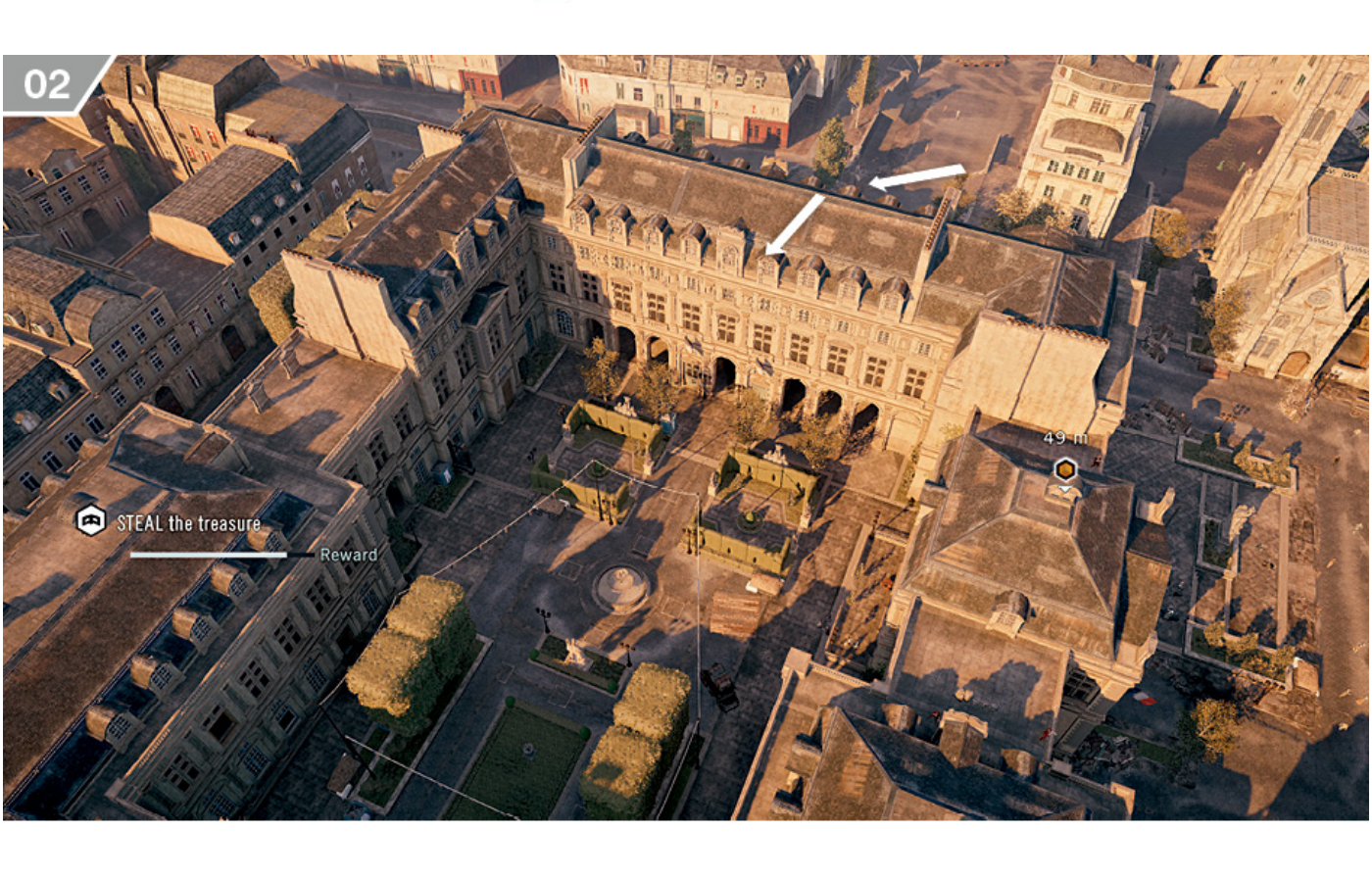
Once underground, methodically detect and incapacitate Extremists until you reach the chest marked by the waypoint – which can randomly appear in any of three possible locations. Near-constant use of Eagle Vision is a must, but be wary of employing Berserk Blades: the effects can lead to unpredictable results in the confines of the tunnels.

The Party Palace

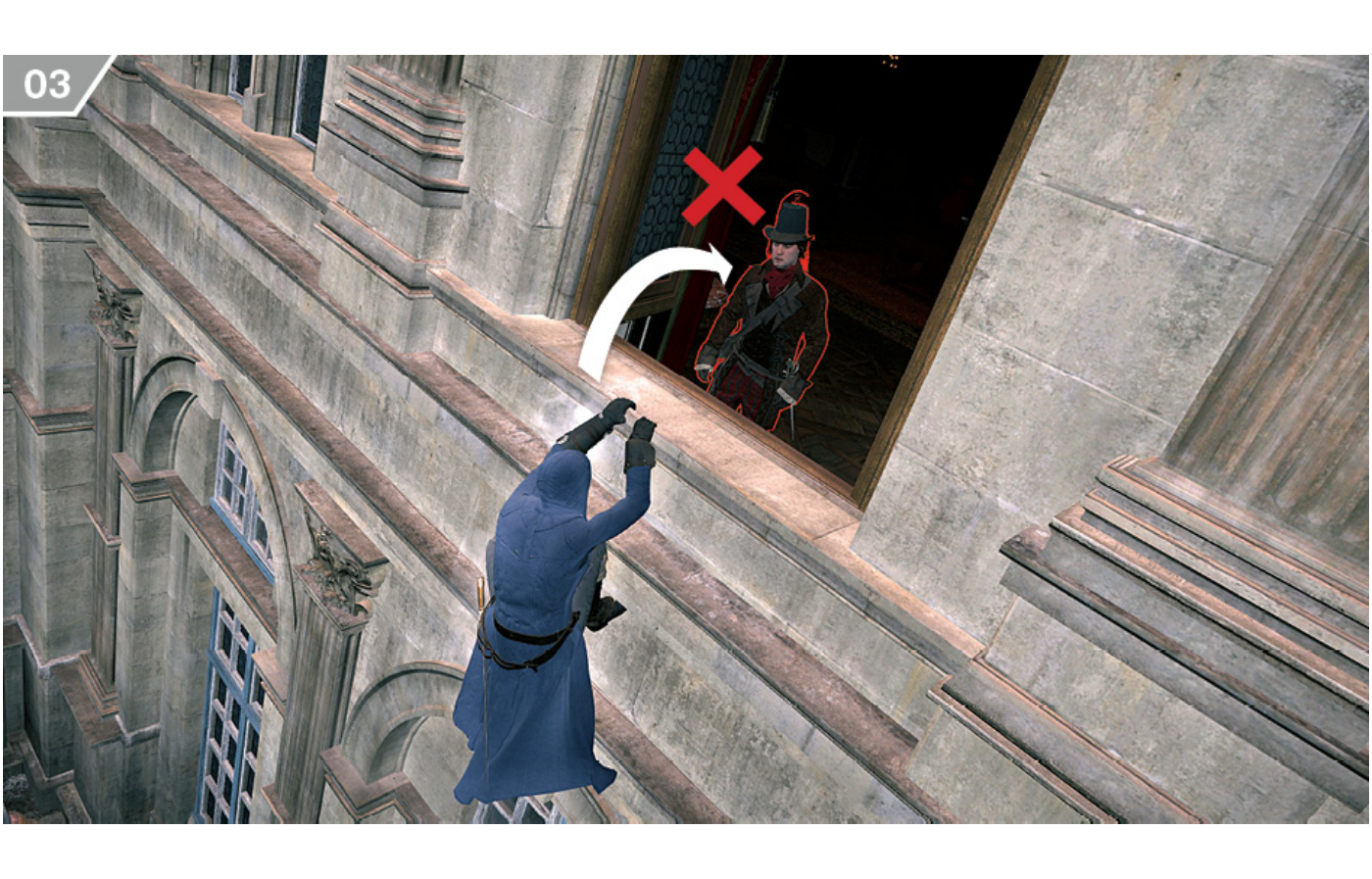
Mission Availability	Sequence 03
Players	2 max
Difficulty	◇◇◇◇◆
Mission Rewards	5,000 ₣ , 10,000 ₣ bonus pool



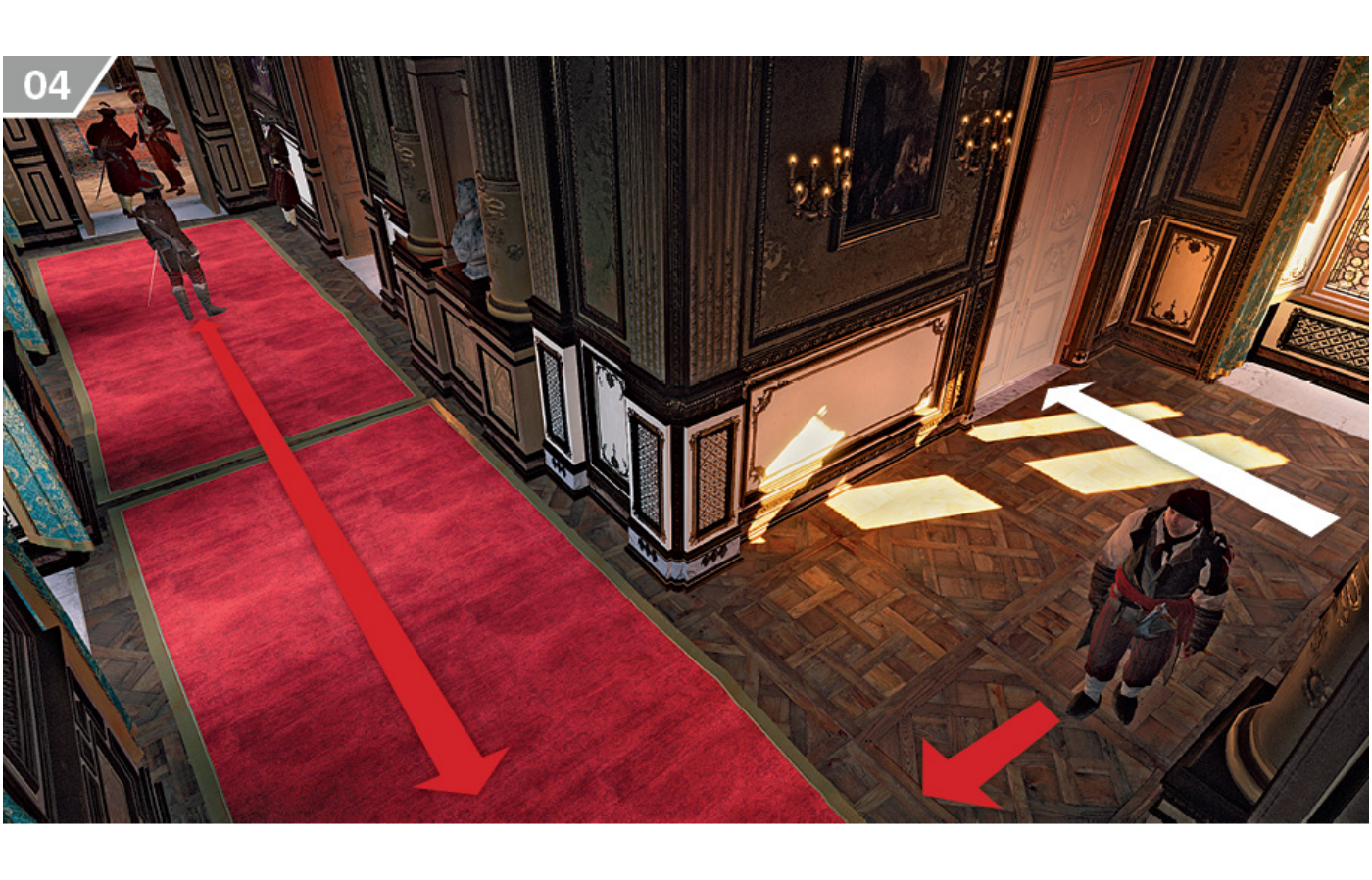
To complete this mission, you must infiltrate the large, heavily guarded Palais Royal inside the Restricted Area and retrieve the contents of a chest highlighted by a waypoint. However, the positions of the open windows that provide access to the enormous building change for every play session – as does the location of the chest itself. When you begin, your first action should be to split up and reconnoiter the outer walls for (usually rare) open windows or doors. If you find one close to the chest waypoint, count yourself lucky and skip to entry 04 .



If there are no points of entry on the walls of the building facing the surrounding streets close to the waypoint, you will need to brave the heavily guarded rooftops to find open windows and doors on the walls facing the central courtyard. The northern rooftops are usually clear of snipers and sentries, so that is generally the best place to get an overview of the area. Once you have identified an entrance that isn't too heavily guarded and is reasonably close to the waypoint marking the objective, study the surrounding area carefully before you commit to gaining entrance.



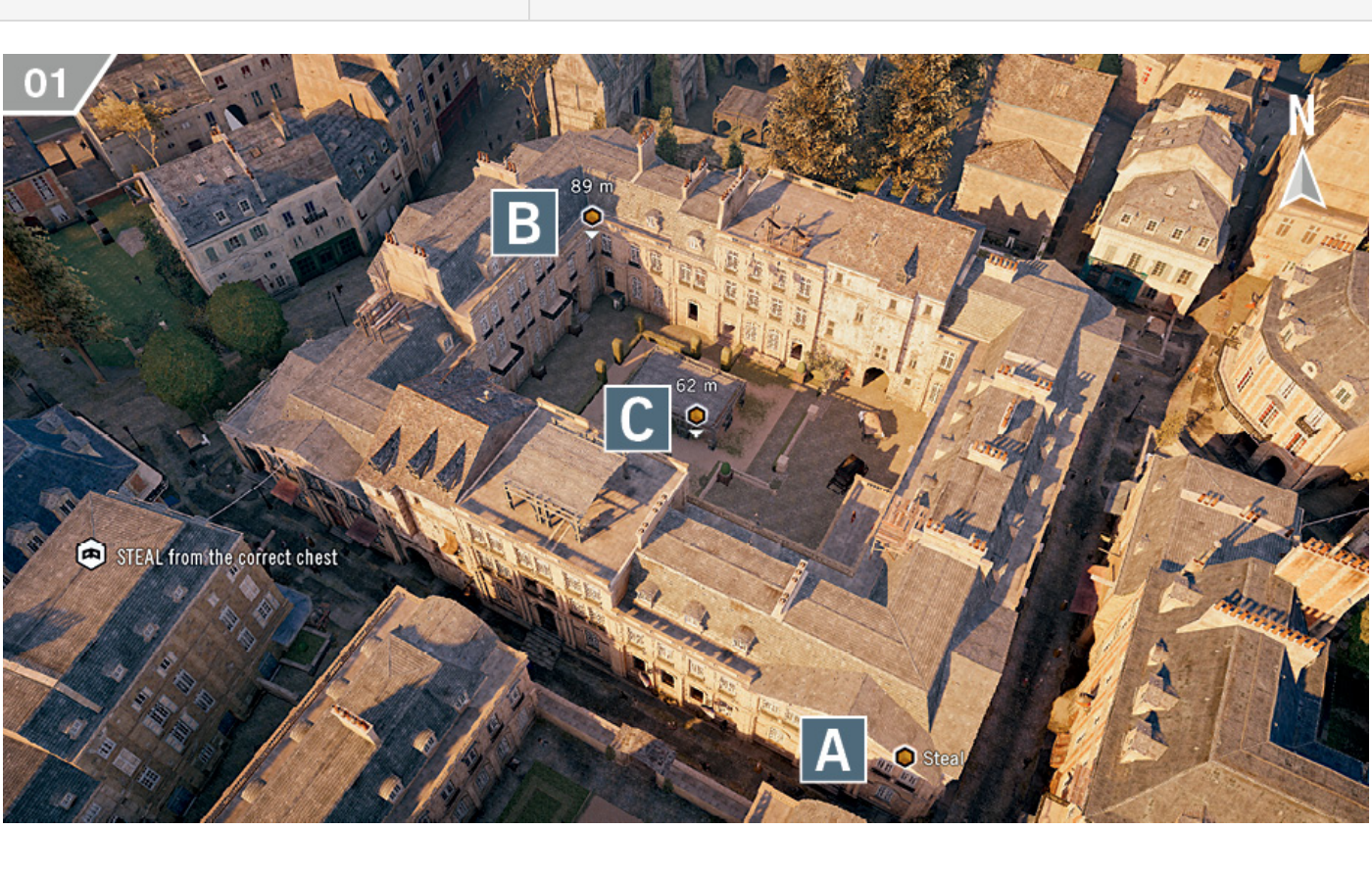
Sometimes, open windows have a sentry standing just inside. A useful trick – and one that many will overlook – is that it is possible to perform a High Profile ledge assassination, which is tailor-made for this kind of situation. Once you are on the ledge below the window, hold R2 / RT before you press □ / X . Instead of throwing his victim to the ground below – with the ensuing commotion that might cause – Arno will spring through the window and pounce on the target with fatal alacrity.



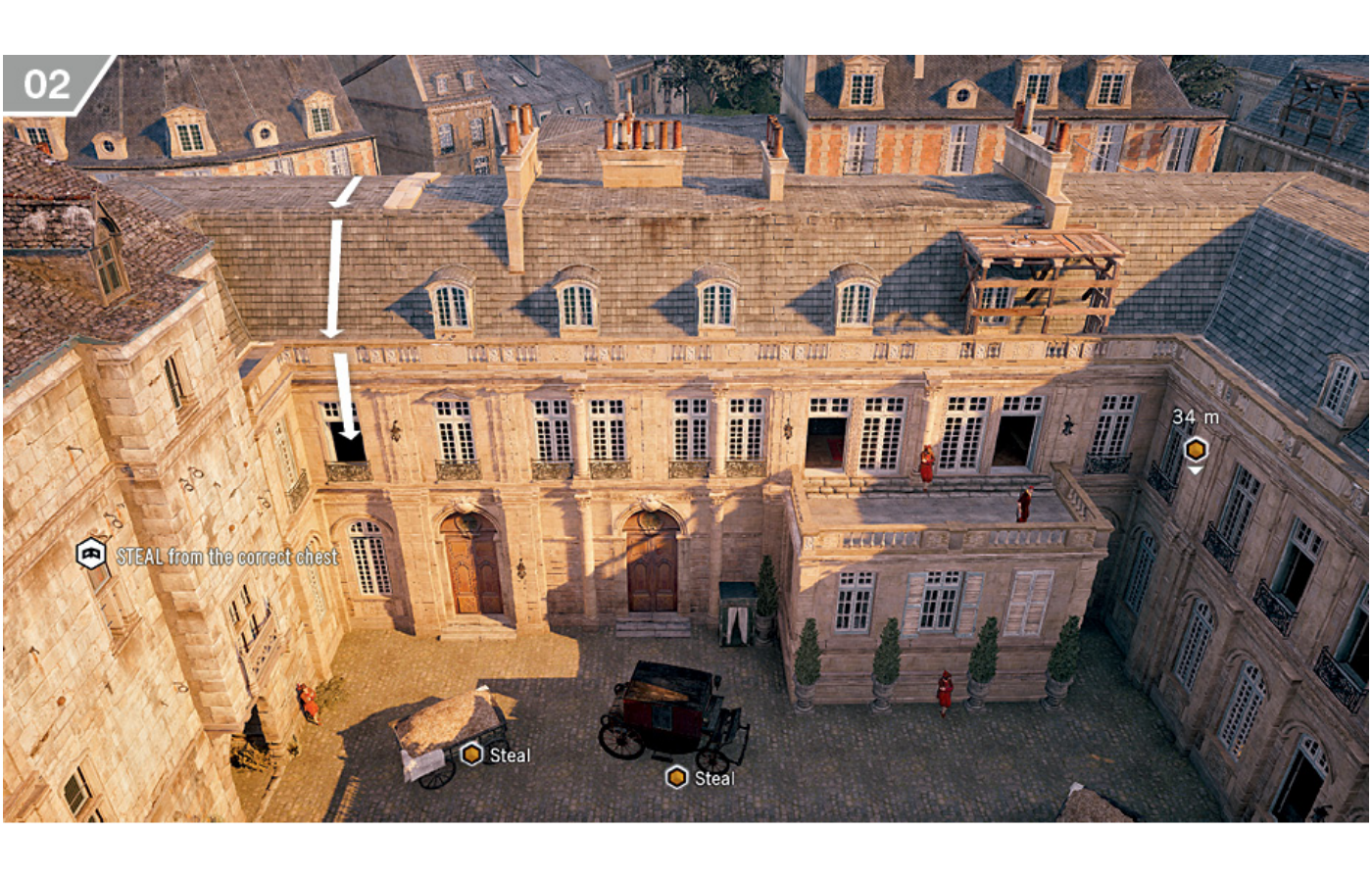
Once inside, make your way through the rooms that lead to the waypoint marker, identifying and disabling all guards that might plausibly detect you (or, for that matter, the bodies of their fallen comrades that you leave in your wake). Whenever you espy a locked door, this will usually provide an alternative route that enables you to bypass a certain number of guards. After you reach the chest containing the treasure and open it, it's usually best to leave the same way that you came in.

Royals, Guns and Money

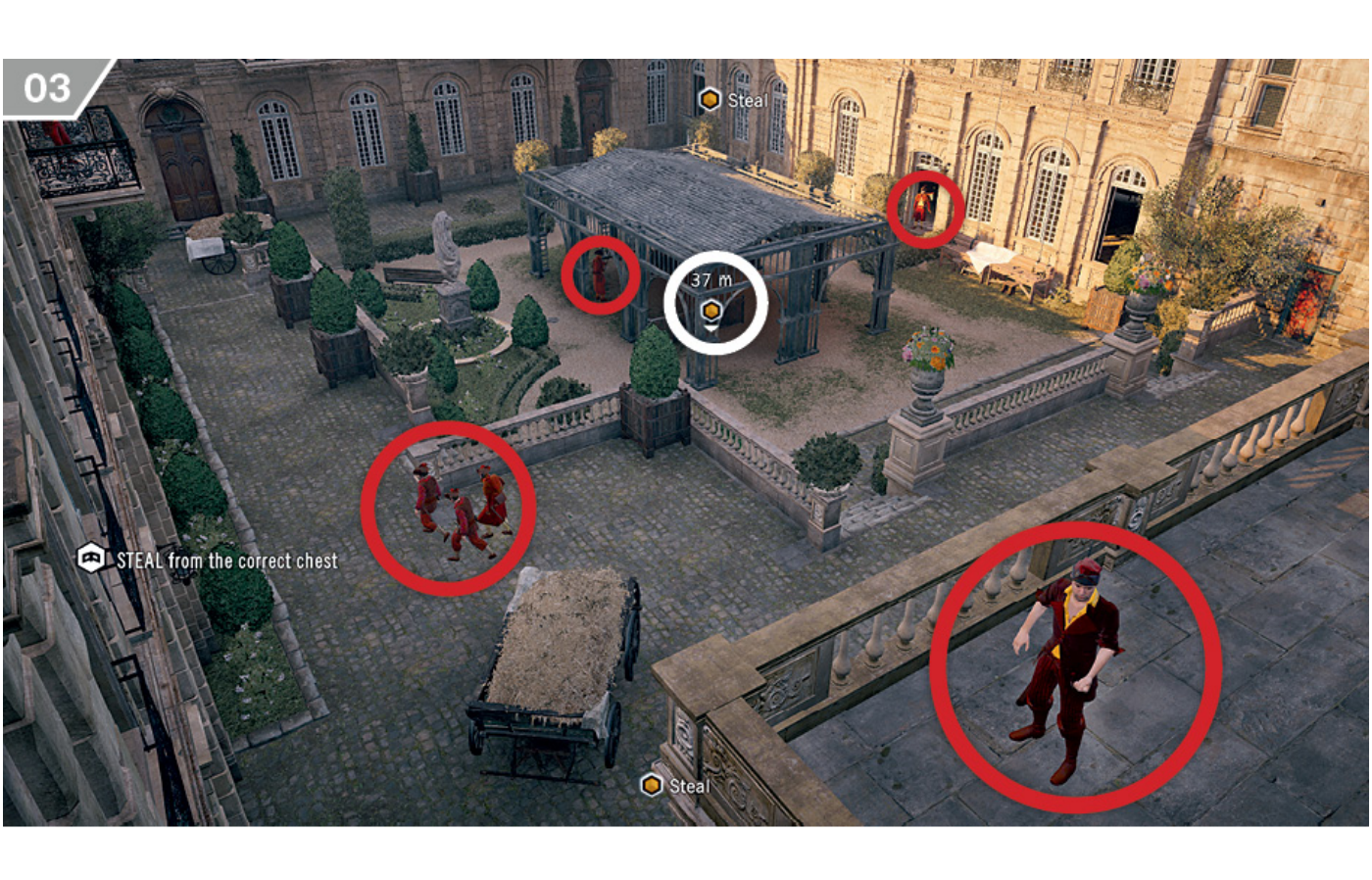
Mission Availability	Sequence 03
Players	4 max
Difficulty	◇◇◇◇◆
Mission Rewards	5,000 ₣ , 10,000 ₣ bonus pool



This Heist employs a new style of mission template, which will become familiar as you play the remaining missions in this co-op category. The Restricted Area contains three fixed chests at A , B and C : one at the heart of the central courtyard, two inside the surrounding building. However, only one of these chests contains the treasure that you seek. Complicating matters further in this mission, there are no exterior entrances: you must always make your way to the rooftops of the building. The specific configuration of guards and points of entry changes each time, so we cannot recommend one route in particular, but of one thing you can be assured: there are always a huge number of potential assailants.



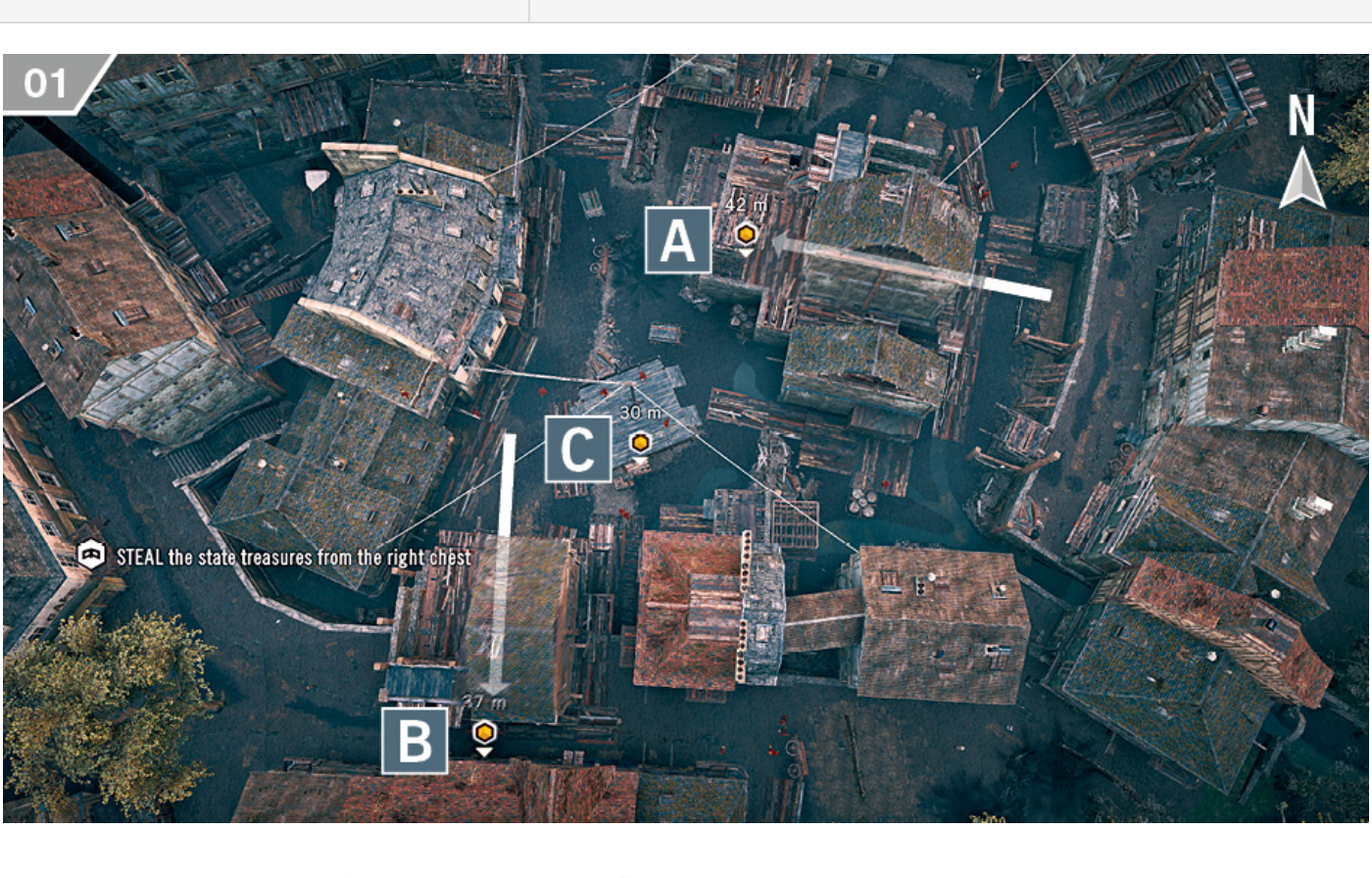
As the correct chest is chosen at random, it makes sense to visit the chests in order of difficulty. Here, the chests inside the building at A and B – which you can access by sneaking into the mansion via an open window – are perhaps slightly easier to reach thanks to the cover that the walls offer.



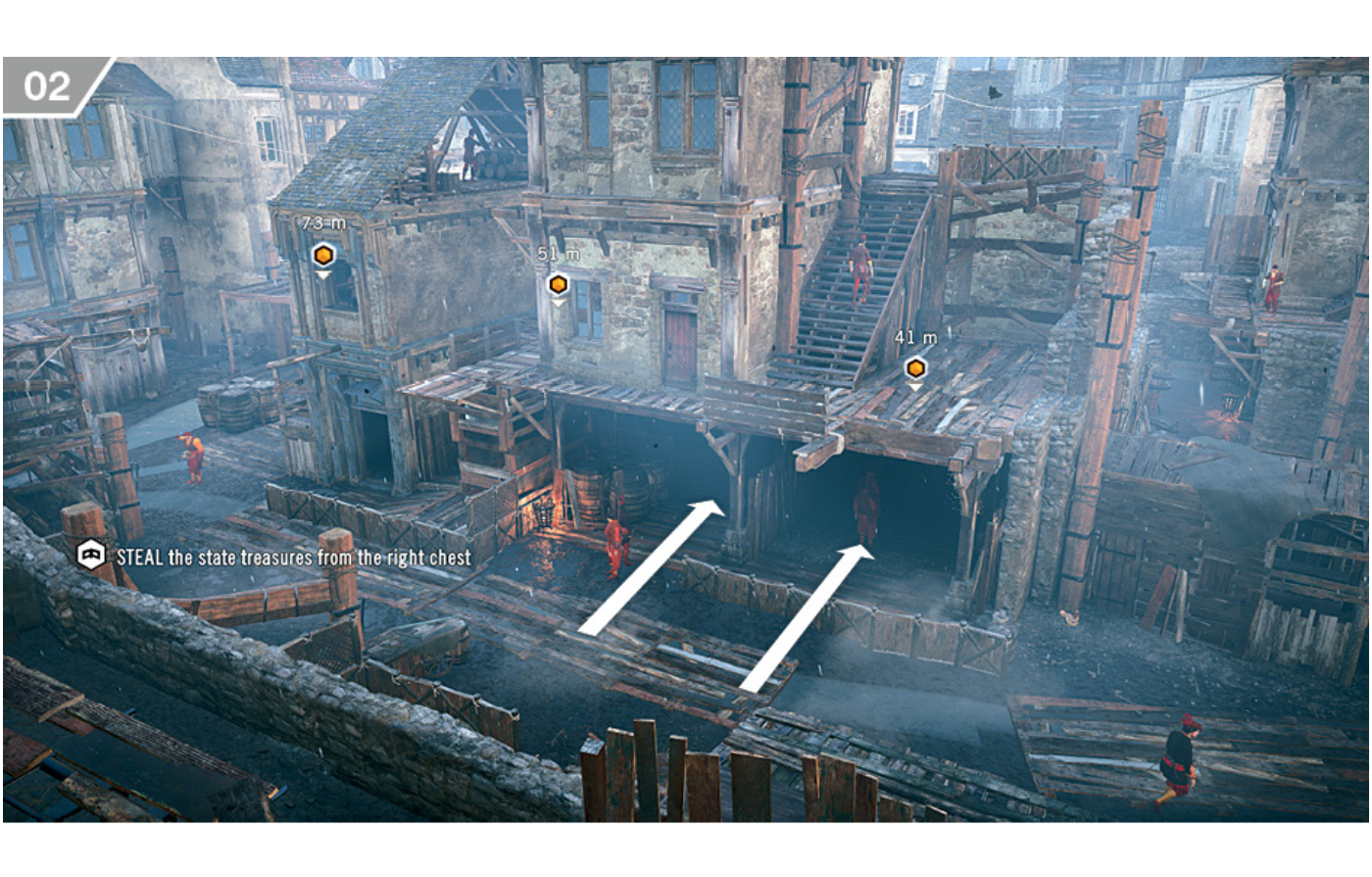
The chest at C – with all approaches viewed from multiple angles and elevations – should probably be left until last, as it is the most difficult to access.

Smuggler's Paradise

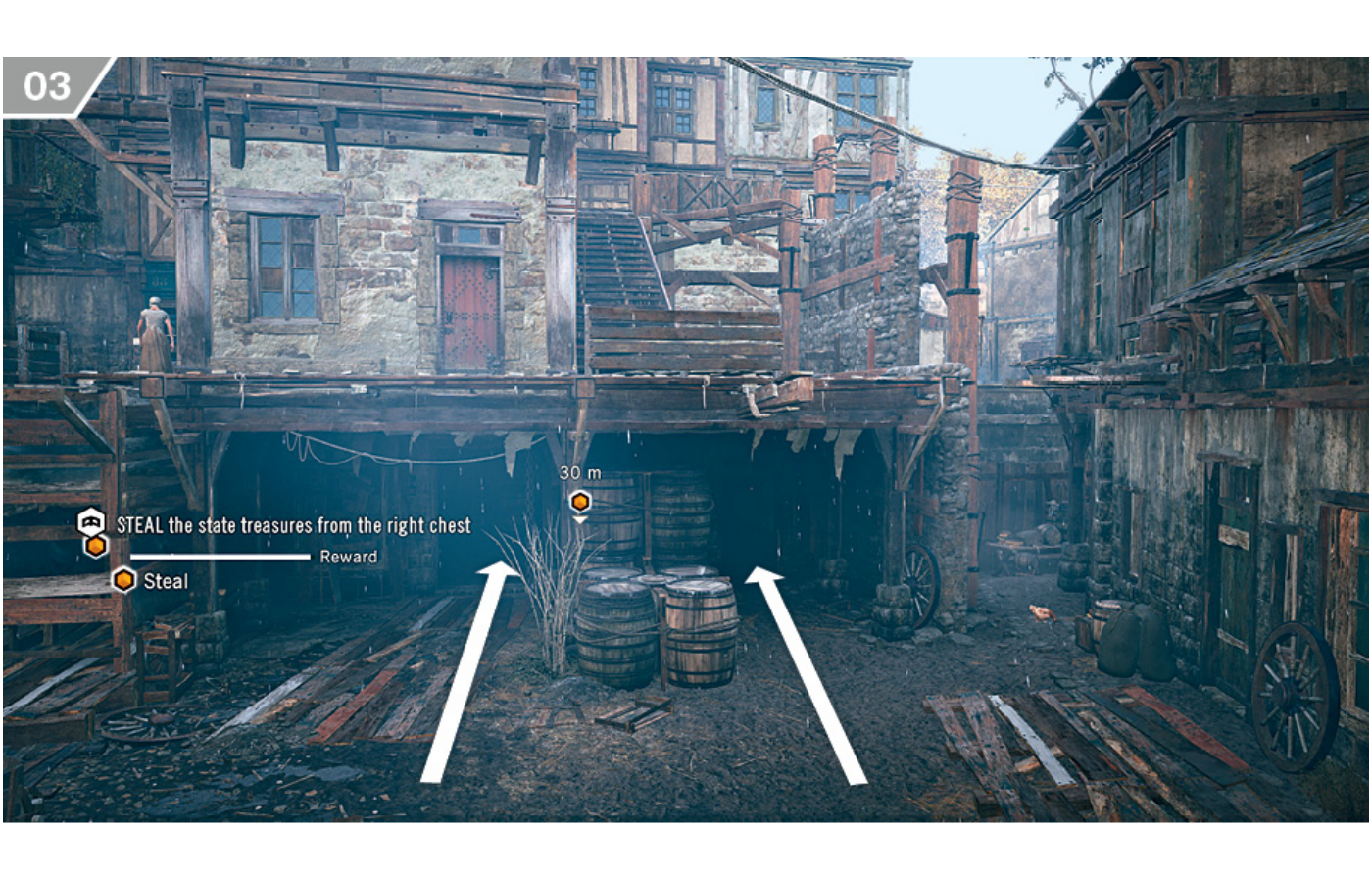
Mission Availability	Sequence 03
Players	4 max
Difficulty	◇◇◇◇◆
Mission Rewards	5,000 ₣ , 10,000 ₣ bonus pool



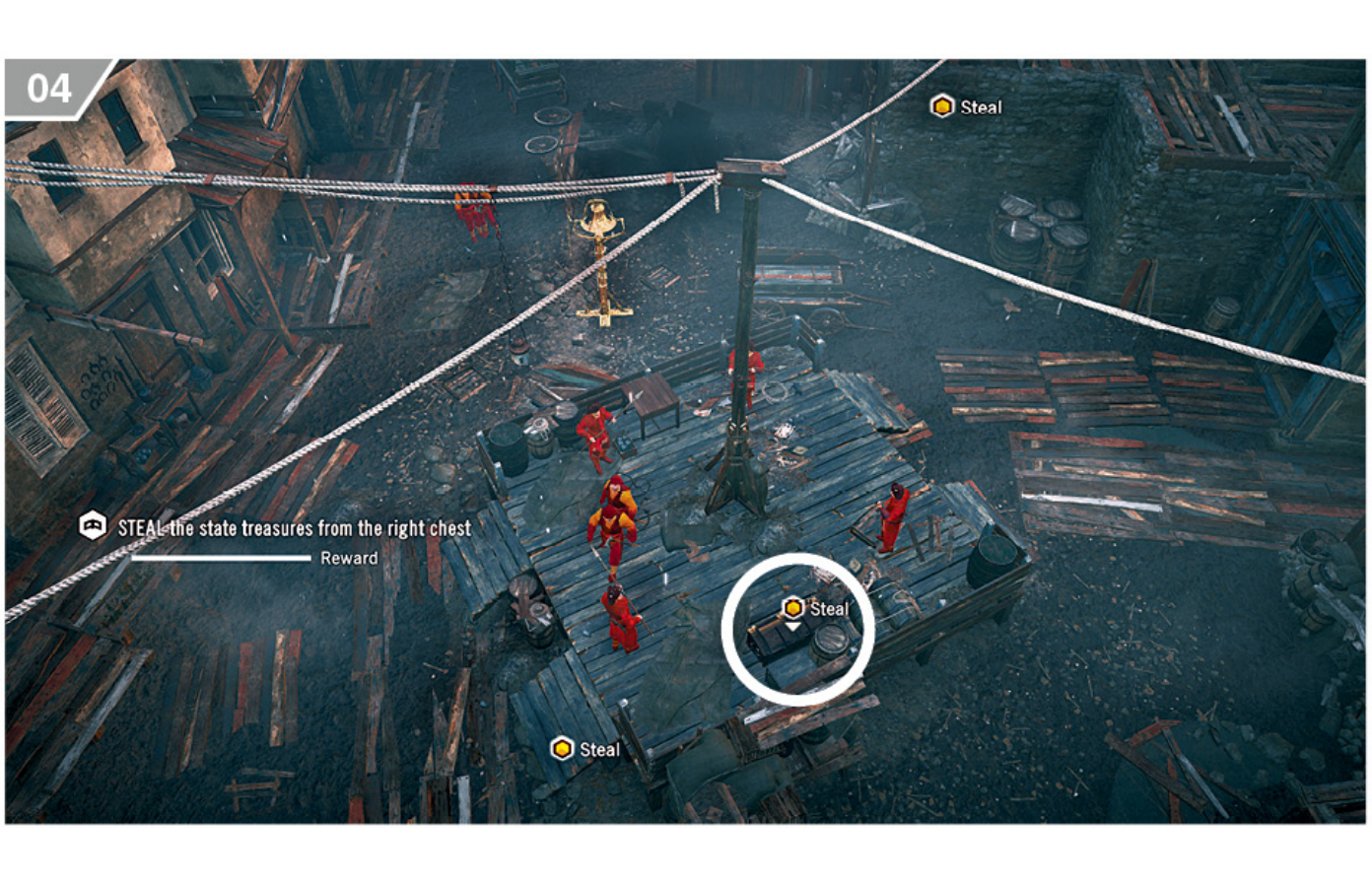
Employing the same premise as "Royals, Guns and Money", this mission requires you to open up to three chests to find the correct one containing state treasures. However, the fixed location of each chest (at positions A , B and C), general geography of the Restricted Area and intimidating number of guards in the area makes it an extremely difficult task. Completing the mission with a full bonus will take a methodical approach to neutralizing almost every potential hostile in the zone from the outside inwards… or inventive use of the more pernicious weapons at your disposal (particularly Berserk Blades and Poison Gas Bombs). Whatever your preferred strategy, make sure you begin the mission by eliminating all the snipers on the rooftops, which will make your infiltration much easier.



The chest at A is only accessible from the east side of the building at street level. After clearing a path to the entrance, Poison Gas Bombs can be an easy way to incapacitate the guards inside the room.



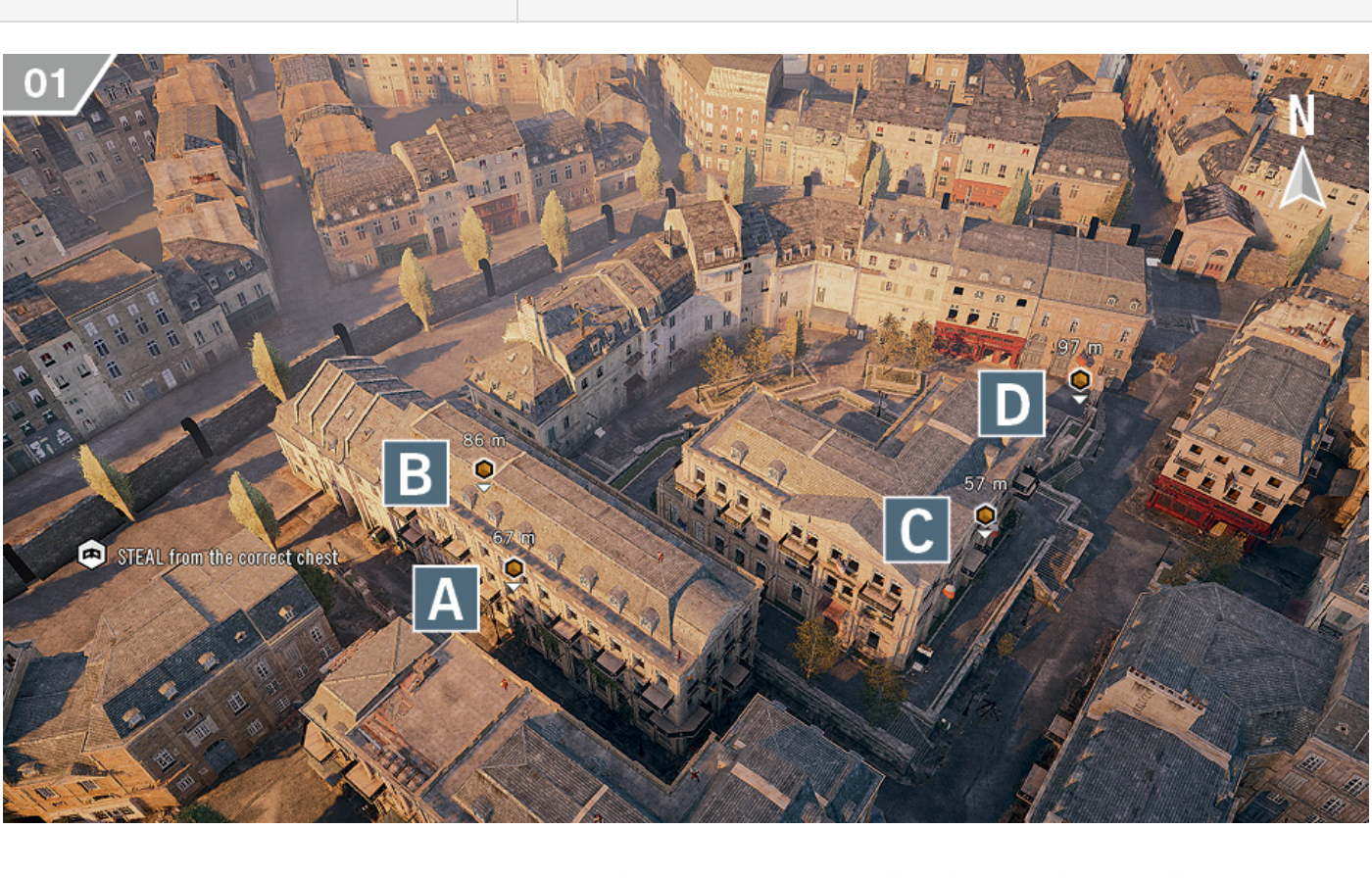
The room with the chest at B may seem tempting for a stealth expert… but the consequences of detection, being so close to the many guards at C , will be decidedly grim. The number of guards in this room varies from session to session; again, Poison Gas is an effective way to knock them out before you enter. A Disguise may just enable you to get behind them before the effects expire.



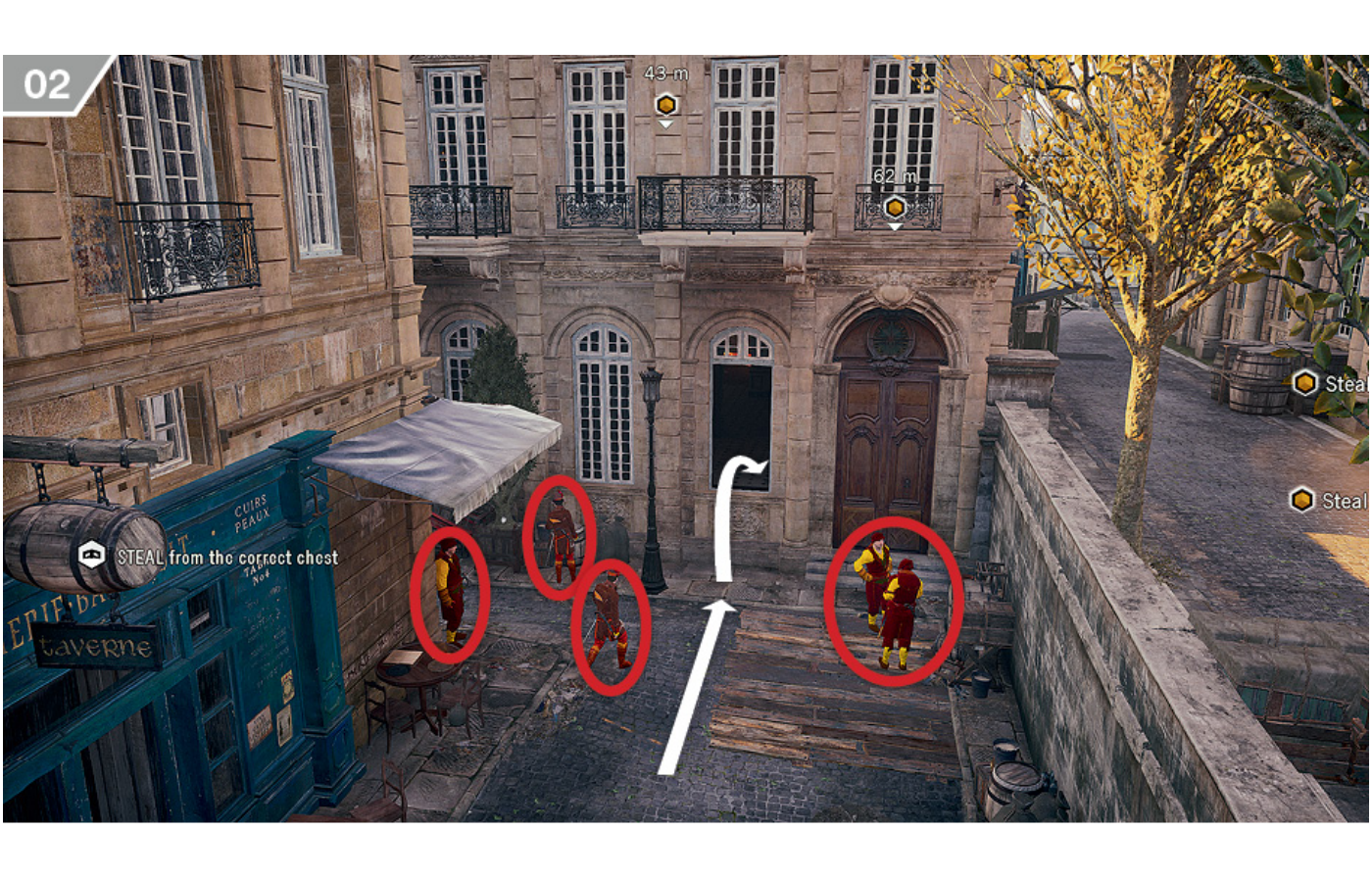
As you may have already surmised, it's prudent to leave the chest at C until you have experienced disappointment with the other two. Begin by eliminating the marksmen overlooking the area. You can then set up a fight with the sentries below by hitting the strongest enemies with Berserk Blades, then throw Poison Gas Bombs at the positions where the ensuing conflict is thickest.

Ancient History

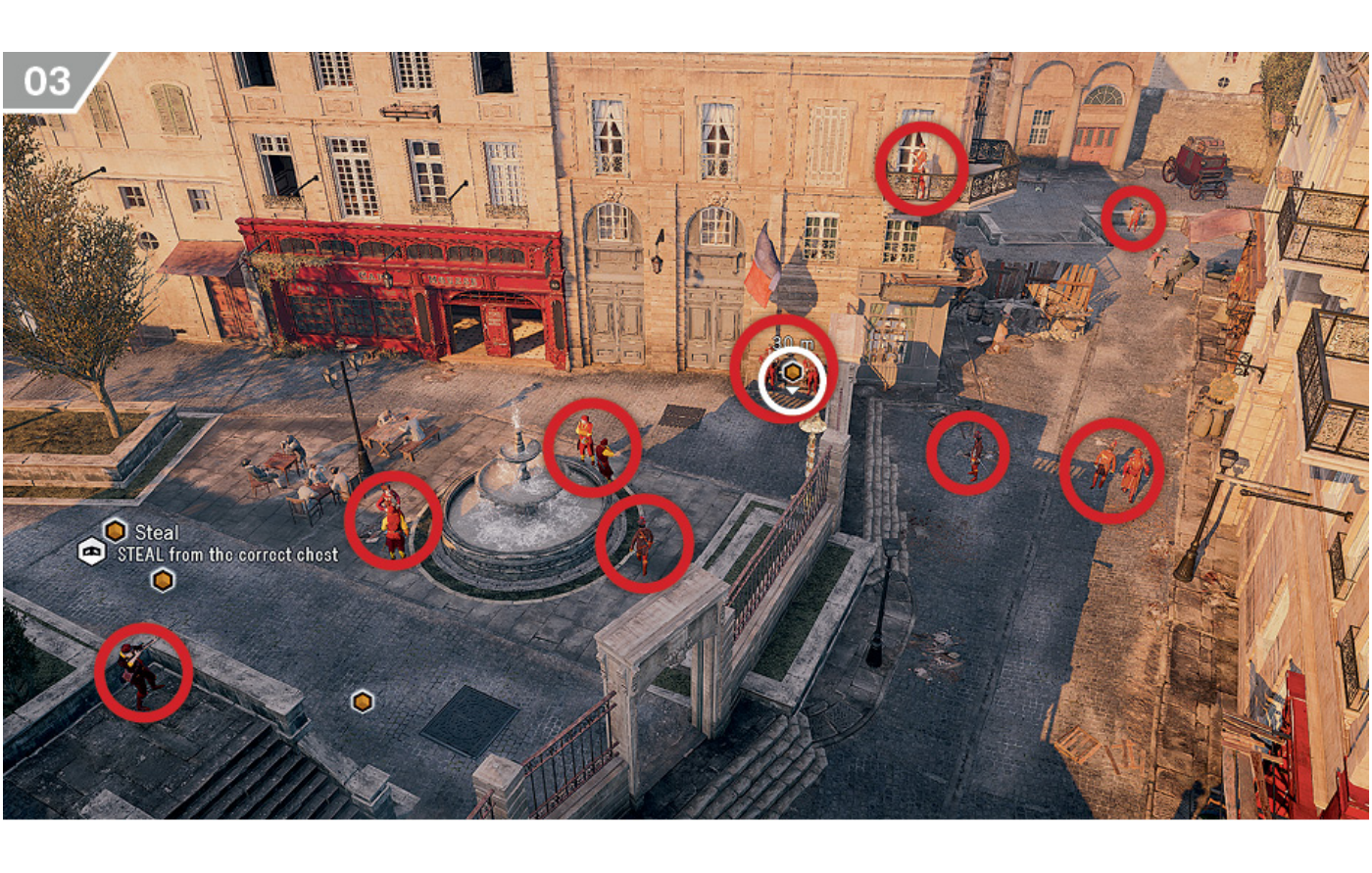
Mission Availability	Sequence 03
Players	4 max
Difficulty	◇◇◇◇◇
Mission Rewards	25,000 ₣ , 45,000 ₣ bonus pool



The Ancient History Heist takes the format employed by "Royals, Guns and Money" and "Smuggler's Paradise" to a new extreme. There are now four chests to open, only one of which (chosen at random) contains the treasure. In addition, the configuration of guards and points of entry is randomized and changed at the beginning of each session, making it impossible to recommend one specific strategy. Suffice to say, a four-man team is a must, and you will need to employ every tactic, technique and dirty trick in your collective repertoire to finish this mission with even a fraction of the total bonus pot.



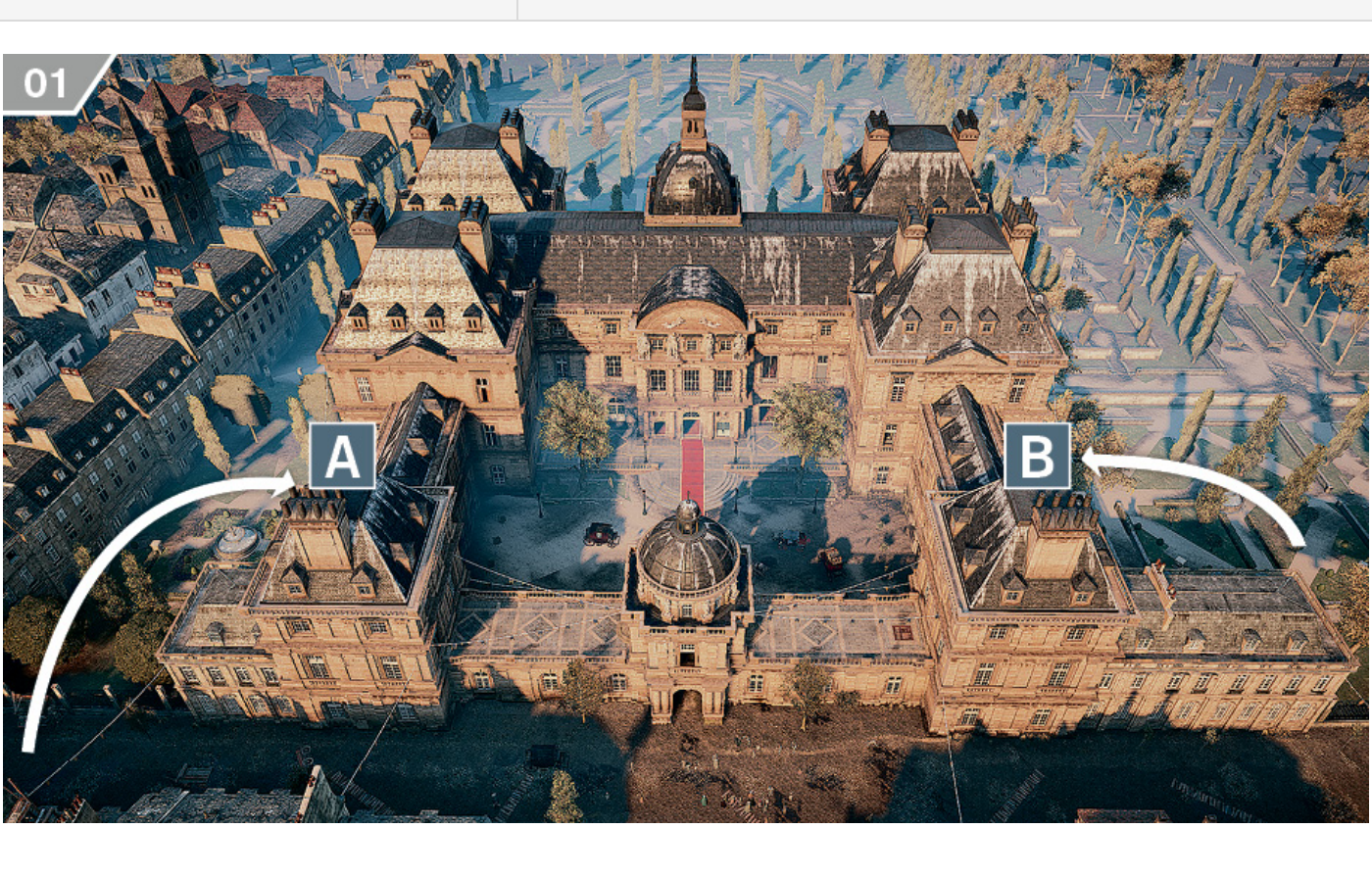
There is a single point of entry – changed every time, and usually heavily guarded, as shown in the example on the screenshot above – for the building that contains chests A and B , and the same applies for the house where chest C is found.



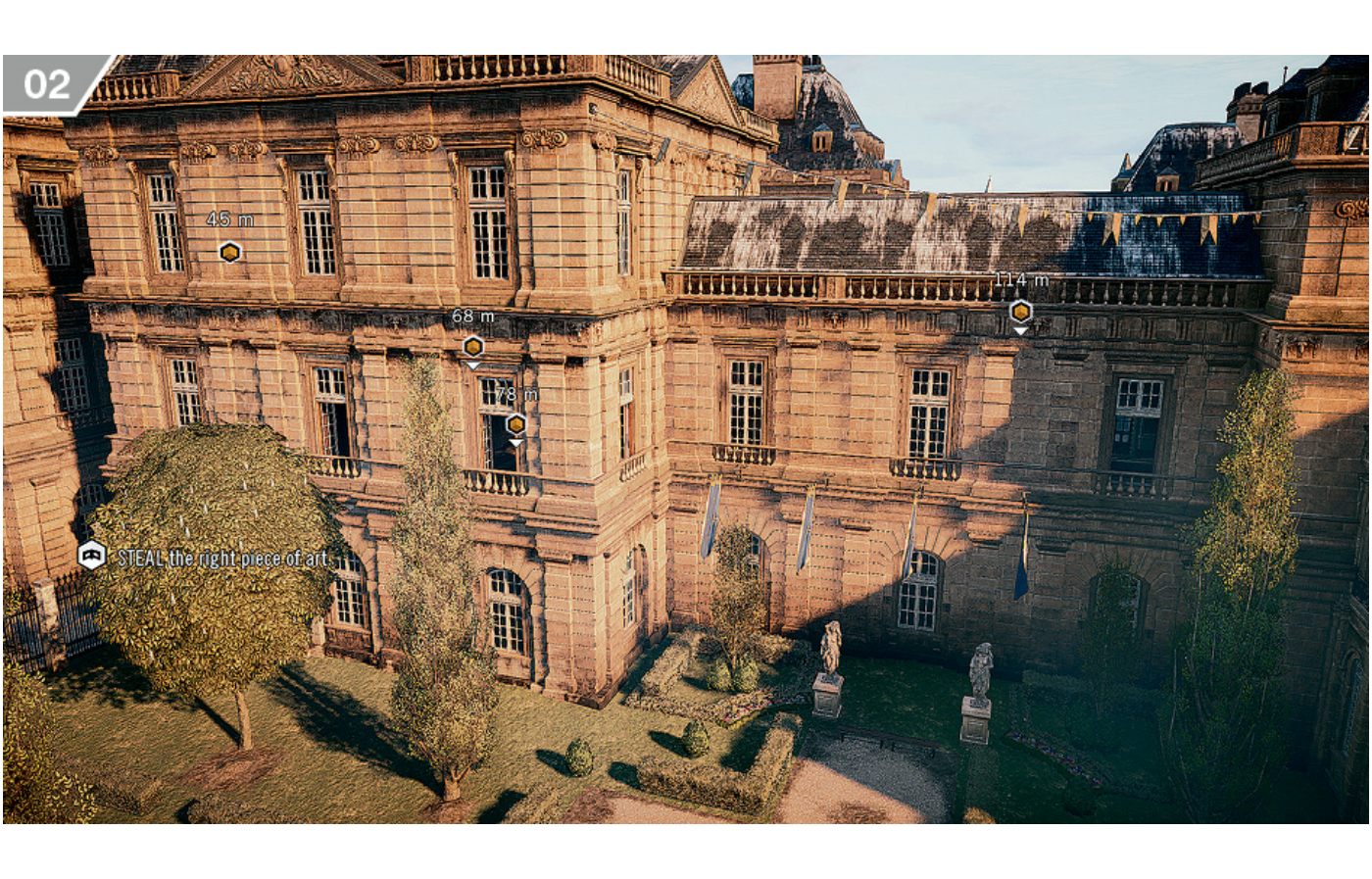
Chest D is out in the open, but predictably surrounded by an army of tough Templar henchmen watched by multiple snipers from above.

It Belongs in a Museum

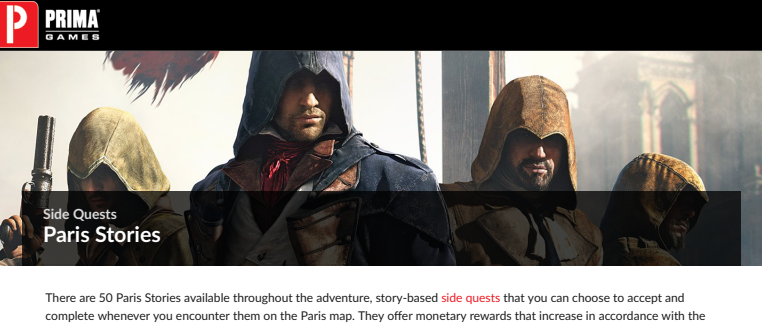
Mission Availability	Sequence 03
Players	4 max
Difficulty	◇◇◇◇◇
Mission Rewards	25,000 ₣ , 45,000 ₣ bonus pool



In this Heist, there are four marked pieces of artwork for you and your Assassin companions to steal, but only one of them is the genuine article. As previously, the configuration of guards and the palace's points of entry are randomized. Unlike the chests in the four preceding missions, though, the location of each framed, wall-mounted objective is changed each time you play, so we cannot recommend one approach in particular. While this is certainly a complication (the building is huge, and it will take many playthroughs to familiarize yourself with its many rooms and corridors), there are fortunately numerous points of entry. We suggest that you separate into a pair of two-man teams and enter the Restricted Area from positions A and B , as their approach is made easier by the fact that they lie outside of the Restricted Area.



From either side of the Palais du Luxembourg, you should easily reach open windows that provide convenient access to the waypoint markers inside. As long as you are slow and methodical, this can be one of the most lucrative Heist missions to play.



Side Quests

Paris Stories

There are 50 Paris Stories available throughout the adventure, story-based side quests that you can choose to accept and complete whenever you encounter them on the Paris map. They offer monetary rewards that increase in accordance with the difficulty of each mission. Though you are free to play them from as early as after Memory 01 in Sequence 02, it actually makes sense to wait until a little later. The best time is after the first Council Meeting at the Brotherhood Sanctuary at the start of Sequence 04, as this is when Arno acquires the near-indispensable Phantom Blades and Berserk Blades. For the more difficult Paris Stories, consider waiting until the beginning of Sequence 10, at which point you can potentially unlock all of Arno's skills and upgrades.

To keep things simple, we have sorted the Paris Stories in the same order as they appear in the in-game Progress Tracker.

Mission Directory

Icon	Mission
01	Tall, Dark Strangers
02	Flamel's Secret: The Monks
03	Flamel's Secret: Denis Molinier
04	Flamel's Secret: The Elixir of Life
05	Using the Ol' Noggins
06	Waxworks
07	Sewer Rat
08	À La Lanterne!
09	The Great Escapist
10	Critical Comedown
11	Scene Stealer
12	Devilishly Tricky
13	My Kingdom For Some Whores
14	De Sade's Reprieve
15	Sadistic Blackmail
16	The Cult of Baphomet
17	The Ritual of Baphomet
18	La Bande Noire
19	Iscariotte, the Giant
20	Headlining the Guillotine
21	A Fistful of Duelers
22	The League of the Crimson Rose
23	Return of the Crimson Rose
24	Crimson Sunset
25	Flying Boy
26	Carmalite Nuns
27	Stop the Presses!
28	Encyclopédie Diderot
29	Désirée Desired
30	Désirée Dismayed
31	Désirée Delighted
32	French Crown Jewels
33	Coat of Arms
34	Swiss Stash
35	Vicious Verses
36	Arm the People
37	"Escort" Mission
38	Cassini's Constellations
39	The Condorcet Method
40	A Romantic Stroll
41	Signaling Officer Murat
42	A Nice Chappe
43	Precious Correspondence
44	Constructing a "Close Shave"
45	Up in Arms
46	Marianne Returns Home
47	The Little Prince
48	Turtle, Snake, Bear, Paper, Scissors
49	Tapestry Thief
50	Cartouche's Memoirs

01	Tall, Dark Strangers
Location:	Ile de la Cité
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◆◆◆◆

Walkthrough: Throughout this quest you have to follow Lenormand as she designates targets in the streets of Paris. Every time she pauses and says that she senses a target nearby, use Eagle Vision to identify your prey – they will be highlighted in yellow.

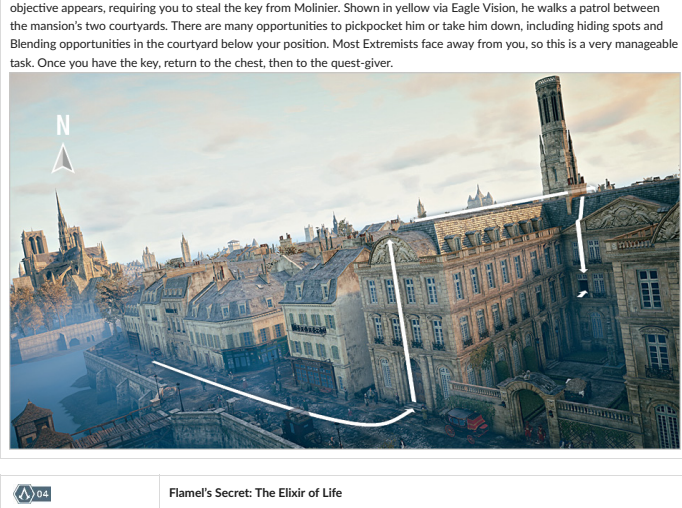
- The farmer is located to the south of your position. You can take him down quietly from afar with the Phantom Blades, after ensuring that no one is watching in your direction.
- The soldier is found on a small crowded plaza, where he usually gets caught in a three-way fight. He will often get killed during the brawl, without your intervention. If not, use the confusion to remain incognito and assassinate your target from behind while he's busy fighting your civilian allies.
- The lawyer is hiding inside a house to your left. You can casually walk in and assassinate him from behind.
- The thug stands in a small courtyard, a few steps to the northwest of where Lenormand stops. After dispatching the lone Extremist in the alleyway, you can again approach him from behind for a silent and easy kill.

02	Flamel's Secret: The Monks
Location:	Ile de la Cité
Unlocked:	Complete "Tall, Dark Strangers"
Difficulty:	◇◆◆◆◆

Walkthrough: Once you have initiated the quest, head to the waypoint at Notre Dame. The cult members are found inside the cathedral. You can easily identify them with Eagle Vision from the crowd in the middle of the investigation zone. There are in total six cult members in fixed positions scattered around the investigation area, but none of them has the part you're looking for. The part is with the only cult member who walks a counterclockwise patrol. If you can wait for a minute or two, his route actually takes him through the crowd, so all you have to do is let him come to you, spot him with Eagle Vision, and steal the part while he passes close to you. This way, you will never be exposed to the two Extremist patrols. Once you have it, return to the quest-giver at the waypoint.

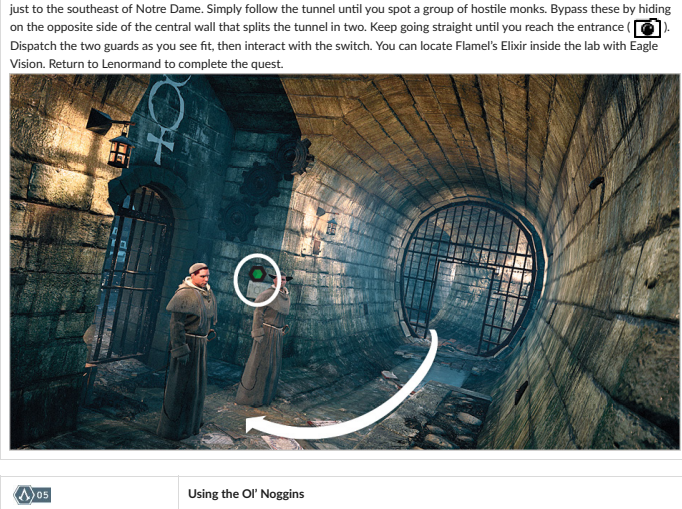
03	Flamel's Secret: Denis Molinier
Location:	Ile de la Cité
Unlocked:	Complete "Flamel's Secret: The Monks"
Difficulty:	◇◆◆◆◆

Walkthrough: After speaking to the quest-giver, head to the waypoint. Molinier's townhouse lies in a Restricted Area inside the investigation zone, directly to the south of Ile Saint-Louis's Viewpoint. From the rooftop, you can identify Molinier in the courtyard, but not interact with him yet. You first need to investigate the building's top floor. Enter through the open window (📷), quietly assassinate the Extremist, then head up the stairs. When you examine the chest by the window, a new objective appears, requiring you to steal the key from Molinier. Shown in yellow via Eagle Vision, he walks a patrol between the mansion's two courtyards. There are many opportunities to pickpocket him or take him down, including hiding spots and Blending opportunities in the courtyard below your position. Most Extremists face away from you, so this is a very manageable task. Once you have the key, return to the chest, then to the quest-giver.



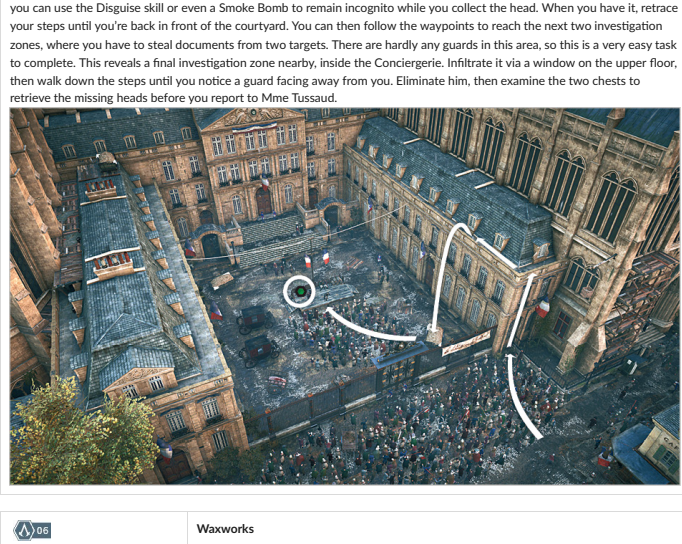
04	Flamel's Secret: The Elixir of Life
Location:	Ile de la Cité
Unlocked:	Complete "Flamel's Secret: Denis Molinier"
Difficulty:	◇◆◆◆◆

Walkthrough: Once you have interacted with the quest-giver, you unlock a large investigation zone that surrounds the Notre Dame cathedral. Your objective is actually found in the sewers underground, which you can easily access from the entrance just to the southeast of Notre Dame. Simply follow the tunnel until you spot a group of hostile monks. Bypass these by hiding on the opposite side of the central wall that splits the tunnel in two. Keep going straight until you reach the entrance (📷). Dispatch the two guards as you see fit, then interact with the switch. You can locate Flamel's Elixir inside the lab with Eagle Vision. Return to Lenormand to complete the quest.



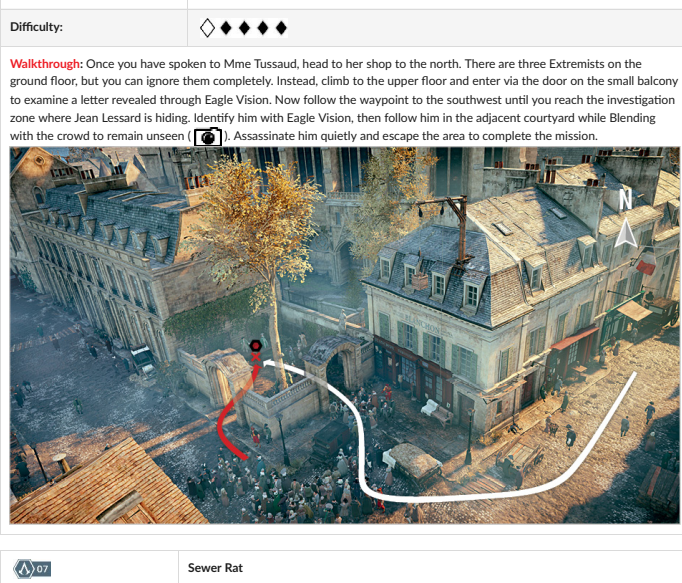
05	Using the Ol' Noggins
Location:	Ile de la Cité
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◆◆◆◆

Walkthrough: After speaking with Mme Tussaud to initiate the quest, talk to her three assistants in the house, then head towards the waypoints to the west. There are many points of interactivity in the courtyard, but only one of them contains the head you're looking for. Climb the wall to the north of the courtyard, dive into the hay cart and walk through the crowd until you reach the correct spot, on the wooden structure in the center of the courtyard (📷). Guards shouldn't notice you, but you can use the Disguise skill or even a Smoke Bomb to remain incognito while you collect the head. When you have it, retrace your steps until you're back in front of the courtyard. You can then follow the waypoints to reach the next two investigation zones, where you have to steal documents from two targets. There are hardly any guards in this area, so this is a very easy task to complete. This reveals a final investigation zone nearby, inside the Conciergerie. Infiltrate it via a window on the upper floor, then walk down the steps until you notice a guard facing away from you. Eliminate him, then examine the two chests to retrieve the missing heads before you report to Mme Tussaud.



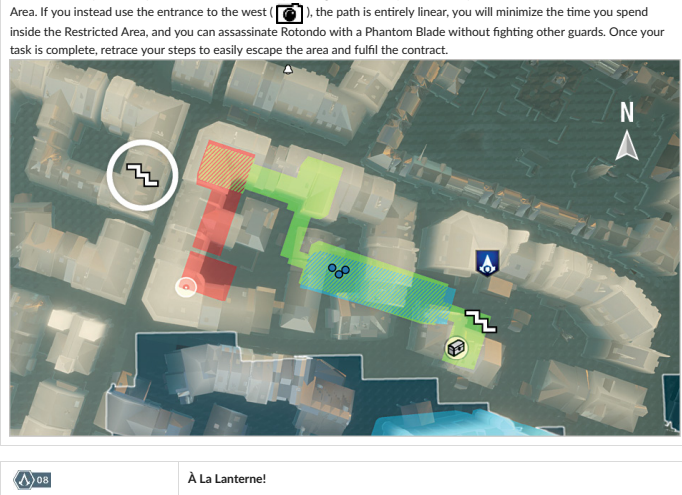
06	Waxworks
Location:	Ile de la Cité
Unlocked:	Complete "Using the Ol' Noggins"
Difficulty:	◇◆◆◆◆

Walkthrough: Once you have spoken to Mme Tussaud, head to her shop to the north. There are three Extremists on the ground floor, but you can ignore them completely. Instead, climb to the upper floor and enter via the door on the small balcony to examine a letter revealed through Eagle Vision. Now follow the waypoint to the southwest until you reach the investigation zone where Jean Lessard is hiding. Identify him with Eagle Vision, then follow him in the adjacent courtyard while Blending with the crowd to remain unseen (📷). Assassinate him quietly and escape the area to complete the mission.



07	Sewer Rat
Location:	Ventre de Paris, Halles
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◆◆◆◆

Walkthrough: After speaking to the quest-giver on the rooftops, you need to locate your target, Rotondo, in the nearby investigation zone. Though not immediately apparent, he is actually hidden underground. There is a sewers access immediately to the south of your start position, but the route to your target will make you face many enemies while inside a Restricted Area. If you instead use the entrance to the west (📷), the path is entirely linear, you will minimize the time you spend inside the Restricted Area, and you can assassinate Rotondo with a Phantom Blade without fighting other guards. Once your task is complete, retrace your steps to easily escape the area and fulfil the contract.

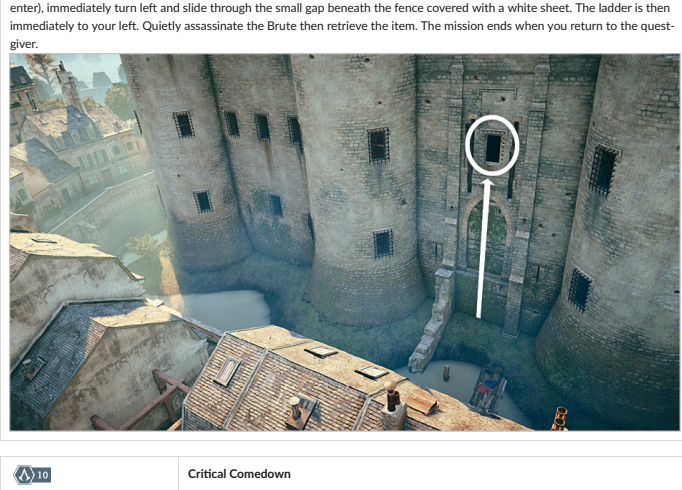


08	À La Lanterne!
Location:	Ventre de Paris, Hôtel de Ville
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◆◆◆

Walkthrough: Your task in this mission simply consists of escorting the Duchess to her destination. Avoid any unnecessary conflict by Blending in crowds whenever you encounter Extremists, and draw your sword only when the Duchess is under attack. She will fight too, so you can use this to your advantage: approach your enemies while they're busy fighting the Duchess for quick and clean assassinations. If things go awry, use ranged weapons and tools to tip the odds in your favor.

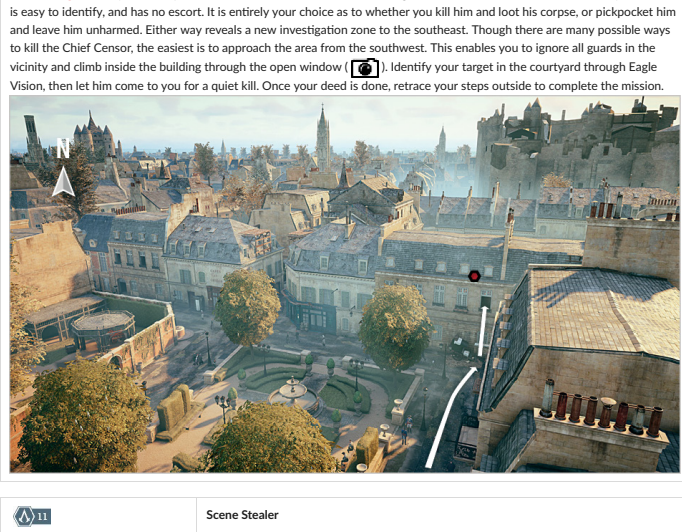
09	The Great Escapist
Location:	Le Marais, Arsenal
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◆◆◆

Walkthrough: After speaking to the quest-giver, your first task is to locate the quartermaster in an investigation zone on the east side of the Bastille. His patrol takes him right in front of the first hiding place you'll encounter while arriving in the area from the north. Assassinate him from here to instantly retrieve the prison manifest without drawing any attention. This reveals the position of the rope ladder inside the Bastille. The easiest way to reach it is to go all the way around the fortress and enter it via an open window on the west wall (📷). Once you're inside (be mindful of the presence of a potential Extremist as you enter), immediately turn left and slide through the small gap beneath the fence covered with a white sheet. The ladder is then immediately to your left. Quietly assassinate the Brute then retrieve the item. The mission ends when you return to the quest-giver.



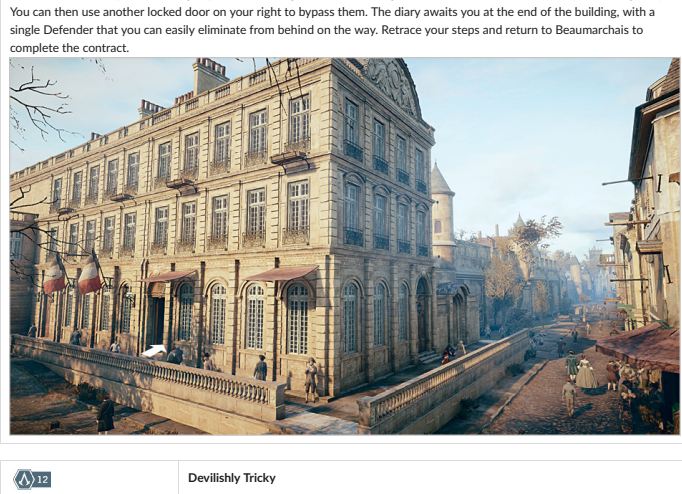
10	Critical Comedown
Location:	Le Marais, Arsenal
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◆◆◆

Walkthrough: Once you have spoken to Beaumarchais, head to the investigation zone to the southwest. The critic you're after is easy to identify, and has no escort. It is entirely your choice as to whether you kill him and loot his corpse, or pickpocket him and leave him unharmed. Either way reveals a new investigation zone to the southeast. Though there are many possible ways to kill the Chief Censor, the easiest is to approach the area from the southwest. This enables you to ignore all guards in the vicinity and climb inside the building through the open window (📷). Identify your target in the courtyard through Eagle Vision, then let him come to you for a quiet kill. Once your deed is done, retrace your steps outside to complete the mission.



11	Scene Stealer
Location:	Le Marais, Temple
Unlocked:	Complete "Critical Comedown"
Difficulty:	◇◇◇◇◆

Walkthrough: In this mission, you have to find and steal a diary in a Restricted Area a short walk to the north of the quest-giver. The mansion is well guarded, but you can significantly reduce the difficulty of the mission by entering via the door in the north corner (📷). Immediately go up the stairs to your right. Once on the middle floor, wait until the Brute that patrols in the long corridor faces away (or kill him from behind) and open the locked door. There are guards on the other side so be cautious. When the path is clear, go up the second flight of stairs, making sure that the Extremists at the top are facing away. You can then use another locked door on your right to bypass them. The diary awaits you at the end of the building, with a single Defender that you can easily eliminate from behind on the way. Retrace your steps and return to Beaumarchais to complete the contract.



12	Devilishly Tricky
Location:	Ile de la Cité
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◆◆◆

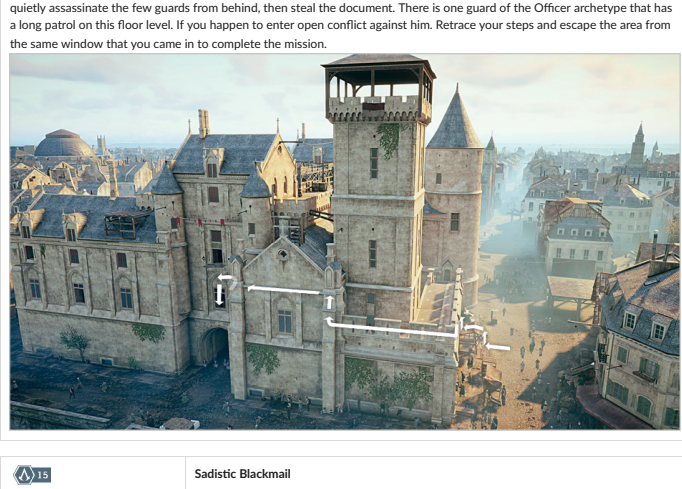
Walkthrough: In this simple mission, you have to find three fountains with Eagle Vision, drink from them, then move to a point in the highlighted zone where you have to survive an ambush. Simply follow the waypoints and be ready in advance for each assault. The final one (on the riverbank, just inside the sewer entrance) pits you against three soldiers, so feel free to use ranged weapons or a Smoke Bomb to take them down quickly.

13	My Kingdom For Some Whores
Location:	Ventre de Paris, Porte-Saint-Denis
Unlocked:	Complete Sequence 04, Memory 02
Difficulty:	◇◇◇◆◆

Walkthrough: After speaking to de Sade, head to the investigation zone to the east. Approach at street level, using the crowd to Blend and remain unseen by the many Extremists in the vicinity. Quietly assassinate your target while Blended, then escape the area.

14	De Sade's Reprieve
Location:	Ventre de Paris, Porte-Saint-Denis
Unlocked:	Complete "My Kingdom For Some Whores"
Difficulty:	◇◇◇◆◆

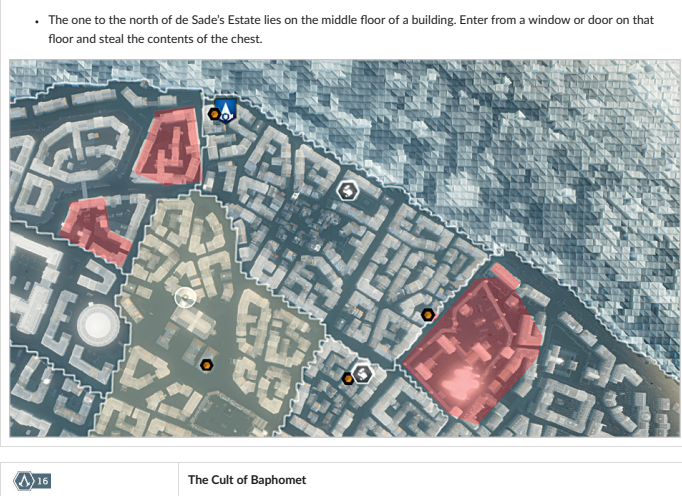
Walkthrough: Once you have activated the mission, head south. The judicial order you have to steal lies at the heart of the heavily guarded Grand Châtelet. Fortunately, the fortress's defenses have a weak point. Approach from the east side, climb the wall and traverse towards the south, then the west, until you reach the open window above the arch (📷). Once inside, quietly assassinate the few guards from behind, then steal the document. There is one guard of the Officer archetype that has a long patrol on this floor level. If you happen to enter open conflict against him. Retrace your steps and escape the area from the same window that you came in to complete the mission.



15	Sadistic Blackmail
Location:	Ventre de Paris, Porte-Saint-Denis
Unlocked:	Complete "De Sade's Reprieve"
Difficulty:	◇◇◇◆◆

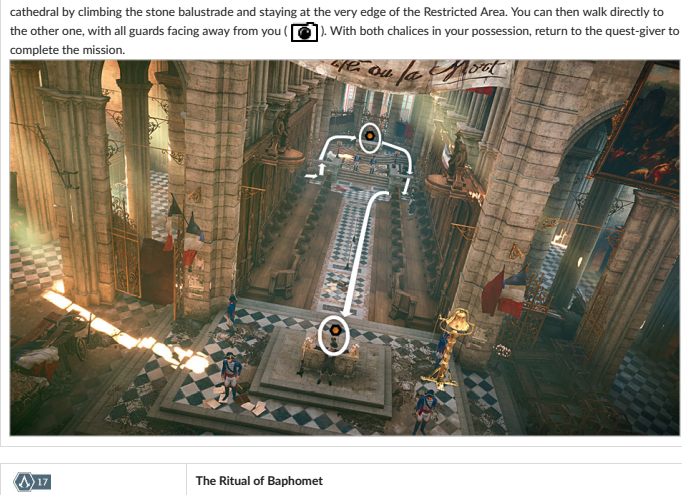
Walkthrough: De Sade now needs you to steal four incriminating items scattered around his estate (📷). Don't forget to use Eagle Vision to locate them easily. Once you have them all, take them back to de Sade to end the mission.

- The one to the east is found on the middle floor of a building. Approach from the rooftop and enter via a window. Quietly assassinate the Seeker as a precautionary measure, then steal the item.
- The one to the south of de Sade's Estate is carried by a man standing in a small graveyard. Approach him from behind while Blended in the crowd for an easy pickpocket opportunity.
- The one to the southeast of de Sade's Estate is carried by a man who walks in the large market area, close to La Halle aux Blés. There are very few Extremists around and countless blending opportunities, so simply pickpocket him whenever you're ready.
- The one to the north of de Sade's Estate lies on the middle floor of a building. Enter from a window or door on that floor and steal the contents of the chest.



16	The Cult of Baphomet
Location:	Ile de la Cité
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◆◆◆

Walkthrough: After you speak to the quest-giver, head inside Notre Dame. You can walk freely in the cathedral, though the two chalices you have to steal each lie in a small Restricted Area. An efficient solution is to reach the one at the back of the cathedral by climbing the stone balustrade and staying at the very edge of the Restricted Area. You can then walk directly to the other one, with all guards facing away from you (📷). With both chalices in your possession, return to the quest-giver to complete the mission.



17	The Ritual of Baphomet
Location:	Ile de la Cité
Unlocked:	Complete "The Cult of Baphomet"
Difficulty:	◇◇◆◆◆

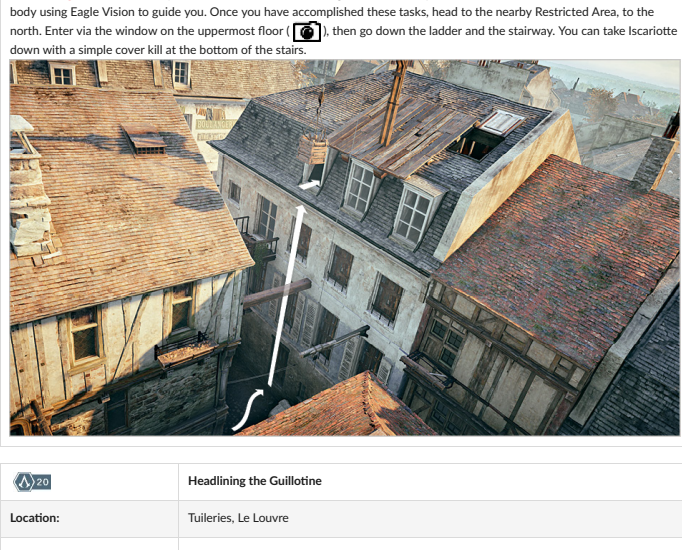
Walkthrough: Once you have activated the quest, head to the waypoint to the west. Go down the stairs in the middle of the investigation zone to reach an underground network of tunnels. You have three cultists to find and kill, and there are a handful of additional monks patrolling the area. Simply explore the tunnels slowly, taking down each target as you encounter them. As long as you are patient and cautious, you shouldn't experience any difficulties. When all three cultists are dead, escape the area to complete the mission.

18	La Bande Noire
Location:	Ventre de Paris, Porte-Saint-Denis
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◆◆

Walkthrough: After you have spoken to the quest-giver, follow him until you reach the plaza where the auction occurs. Once hostilities begin, you have to survive a few waves of enemies of increasing difficulty. Opting for a direct combat approach isn't especially recommended as you will be facing multiple high-level opponents. Instead, use tools and ranged weapons to expedite the battle; if you escape their attention for a few moments by moving out of sight, you can also rush towards the Extremists attacking Dossonville to assassinate them from behind. Cover kills and air assassinations can also prove quite effective. When the final wave has been eliminated, the mission ends.

19	Iscariotte, the Giant
Location:	Ventre de Paris, Porte-Saint-Denis
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◆◆

Walkthrough: In this mission, you have to search a few investigation zones to speak to five witnesses and examine a dead body using Eagle Vision to guide you. Once you have accomplished these tasks, head to the nearby Restricted Area, to the north. Enter via the window on the uppermost floor (📷), then go down the ladder and the stairway. You can take Iscariotte down with a simple cover kill at the bottom of the stairs.



20	Headlining the Guillotine
Location:	Tuileries, Le Louvre
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◆◆

Walkthrough: Once you have accepted this quest, head to the printing press to the north to retrieve the journals. You then have to plant three journals in any of nine possible locations. This is achieved in the same way as pickpocketing: hold r/s while you stand close to your target. The three northernmost spots are solid choices, as they're all in close proximity, with very few Extremists in the vicinity.

21	A Fistful of Duelers
Location:	Le Marais, Marais
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◆◆

Walkthrough: This mission consists of five consecutive duels between Arno and a specific enemy. As it is combat-oriented, it is much easier to complete from Sequence 10 onwards, once you have unlocked all of the most critical skills in the Melee category.

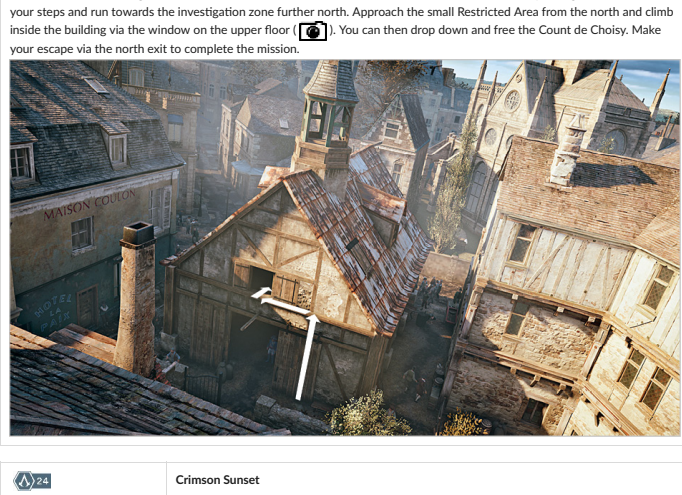
- This first foe belongs to the Soldier archetype and poses no real threat.
- The second one is a Brute. Dodge his charged attacks, and take him down with swift combos to prevent him from hitting you. Alternating between a full three-hit combo and a Dodge repeatedly is a very reliable approach to this duel. If you have already unlocked the One-Handed Weapon Master skill, two-hit combos followed by a Strong Attack are even more effective, making it extremely hard for your opponent to recover long enough to attack.
- The third opponent is a Defender. If you have unlocked the Ground Execution skill and are a Perfect Parry expert, you can follow up each successful attempt with an immediate Staggering Strike and Ground Execution for an instant kill. Otherwise, you will have to grind down your enemy's health bar with standard combos, which takes far more time.
- Your fourth target is a Seeker, one of the most dangerous archetypes in the game, and even more dangerous here as you cannot resort to ranged weapons and tools. This duel is further complicated by the fact that your opponent is soon joined by his friend, another Seeker. The most effective way to survive this battle is to repeatedly attack with a two-hit combo followed up instantly by a Strong Attack (which requires the One-Handed Weapon Master skill). Create an opening with a Perfect Parry, then attack relentlessly with this method, and make sure you retain your focus on the original target when the second one joins the fray. This will enable you to dispatch the former quickly, and face only one Seeker at a time. Eliminate the second combatant with the same method.
- The fifth and final adversary is the quest-giver himself. Though he behaves as a mere soldier, the difficulty of the fight comes from the fact that you must not be hit at all. Sustain even a sliver of damage and you lose the duel. Focus on defense, and be patient. If you have the requisite skills, don't forget that you can win this battle by performing a Perfect Parry followed immediately by a Staggering Strike and a Ground Execution.

22	The League of the Crimson Rose
Location:	Le Marais, Arsenal
Unlocked:	Complete "A Fistful of Duelers"
Difficulty:	◇◇◇◆◆

Walkthrough: After activating the quest, head to the waypoint to the east. Speak to the three civilians in the investigation zone, then defend The Crimson Rose from incoming aggressors. As the amount of guards can quickly become overwhelming, make sure you have a full stock of consumables and ranged weapons before you open hostilities. Smoke Bombs are useful in emergency situations, but Phantom Blades are ideal to quickly finish off targets, especially the ones you throw off balance with a Staggering Strike. Try to keep your Berserk Blades for the Officers, the most dangerous foes in this brawl. Making them berserk will turn them against their allies, which will significantly relieve the pressure on you. You should also watch out for opportunities to effortlessly assassinate enemies while they are busy targeting The Crimson Rose.

23	Return of the Crimson Rose
Location:	Le Marais, Marais
Unlocked:	Complete "The League of The Crimson Rose"
Difficulty:	◇◇◇◆◆

Walkthrough: After speaking to The Crimson Rose, head north to find de Choisy's house. Enter by the upper window on the north face of the building, and interact with both the document on the floor and the door with a lady hiding behind it. Retrace your steps and run towards the investigation zone further north. Approach the small Restricted Area from the north and climb inside the building via the window on the upper floor (📷). You can then drop down and free the Count de Choisy. Make your escape via the north exit to complete the mission.

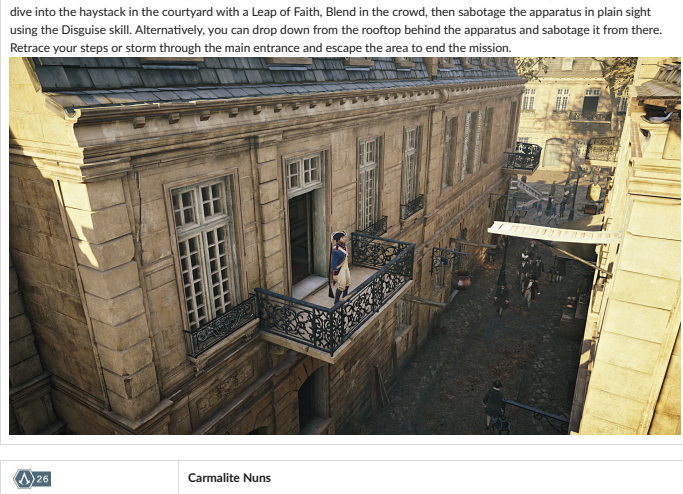


24	Crimson Sunset
Location:	Le Marais, Arsenal
Unlocked:	Complete "Return of The Crimson Rose"
Difficulty:	◇◇◆◆◆

Walkthrough: Your first objective in this mission is to eliminate five targets in the Restricted Area to the south. You can achieve this from a distance with the Phantom Blades for a quick resolution, though any method of your liking will do just as well. Once this is done, move to the next waypoint where The Crimson Rose awaits you. As you approach to speak to him, he ambushes you. Set about him immediately with a Strong Attack, and follow up relentlessly with combos of two normal hits and a Strong Attack. This will break his defense, and prevent him from launching strikes of his own. Alternatively, you can eliminate him instantly with a ranged weapon after knocking him down with a Staggering Strike. The mission ends once your opponent falls.

25	Flying Boy
Location:	Le Quartier Latin, Faubourg Saint-Germain
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◆◆

Walkthrough: Laplace is found in the small Restricted Area to the northeast of your start position, on the upper floor. Climb to the balcony shown here (📷) and take cover on the right-hand side: this will enable you to assassinate the guard that comes out. Dispatch the other one inside with a Phantom Blade, and you can then speak to Laplace. He asks you to go to the Collège des Quatre-Nations to the east. Approach the Restricted Area from the rooftops. You have two main options here. One is to dive into the haystack in the courtyard with a Leap of Faith, Blend in the crowd, then sabotage the apparatus in plain sight using the Disguise skill. Alternatively, you can drop down from the rooftop behind the apparatus and sabotage it from there. Retrace your steps or storm through the main entrance and escape the area to end the mission.

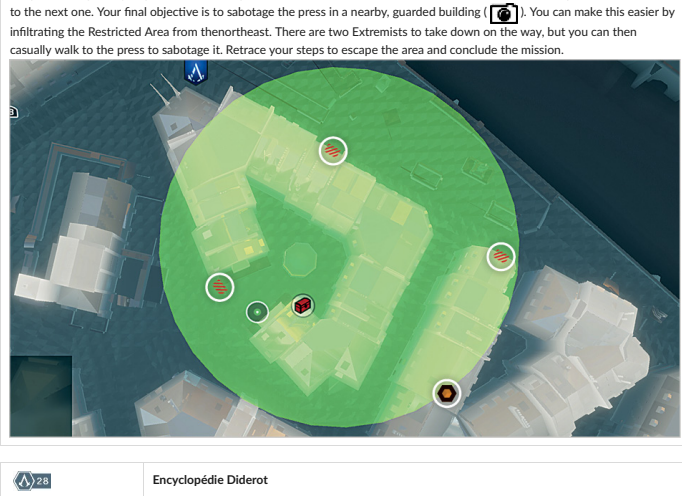


26	Carmalite Nuns
Location:	Le Quartier Latin, Sorbonne
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◆◆

Walkthrough: In this mission, your only goal is to escort a group of nuns who are attacked by a few waves of enemies as they travel through the streets of Paris. Between each wave, consider taking to the rooftops as you watch over the nuns. This will enable you to dispatch snipers easily before they can open fire, and to initiate hostilities against each ground-based wave with an air assassination.

27	Stop the Presses!
Location:	Le Quartier Latin, Faubourg Saint-Germain
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◆◆

Walkthrough: The positions of the three posters you have to remove are marked on your map as small Restricted Areas inside the large investigation zone. Approach each one slowly, Blending in the crowds, and use Eagle Vision to identify any Extremist in the vicinity. Using either the Hidden Blade or Phantom Blades, quietly eliminate those that could spot you as you remove the posters (especially snipers, who have superior detection skills). Once the coast is clear, take down the poster and move on to the next one. Your final objective is to sabotage the press in a nearby, guarded building (📷). You can make this easier by infiltrating the Restricted Area from thenortheast. There are two Extremists to take down on the way, but you can then casually walk to the press to sabotage it. Retrace your steps to escape the area and conclude the mission.



28	Encyclopédie Diderot
Location:	Le Quartier Latin, Faubourg Saint-Germain
Unlocked:	Complete the "Café Procope" Social Club Mission
Difficulty:	◇◇◇◆◆

Walkthrough: After you have spoken to the quest-giver, a chase begins. You need to tackle the thief, but speed is not of the essence here: if you lose sight of him, an investigation zone will appear that enables you to resume the pursuit at your leisure. You can therefore take your time to identify and avoid any Extremists on the way. Once you have bowled him off his feet and talked to him, you have to defeat a group of Extremists. They are all rank-and-file soldiers, so this is not a taxing battle. Toss a Smoke Bomb to keep them in disarray as you dispatch them one by one.

29	Désirée Desired
Location:	Le Louvre, Tuileries
Unlocked:	Complete Sequence 08, Memory 02
Difficulty:	◇◇◇◆◆

Walkthrough: Once you have received your instructions from Napoleon, head to the waypoint to speak to Bernadotte. Follow him and protect him from the various Extremists that attack him on the way. A very efficient solution is to remain a few steps behind him at all times. This way, all enemies will engage him and you can rush to his rescue with instant assassinations, which drastically shorten battles. The mission ends when you reach Désirée on the top floor of a building.

30	Désirée Dismayed
Location:	Le Louvre, Tuileries
Unlocked:	Complete "Désirée Desired"
Difficulty:	◇◇◇◆◆

Walkthrough: Napoleon asks you to investigate Bernadotte's house. There are three documents to examine at the waypoint: one per floor level. You can locate them easily through Eagle Vision. The clues lead to a restaurant, the location of which is then marked by a waypoint. Head there and watch the events unfold. When Bernadotte leaves, a conflict ensues. Let him draw the attention of the Extremists, then assassinate them from behind.

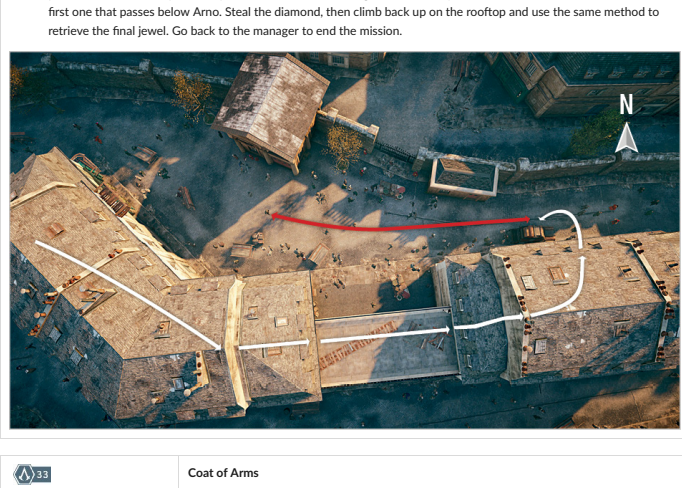
31	Désirée Delighted
Location:	Le Louvre, Vendôme
Unlocked:	Complete "Désirée Dismayed"
Difficulty:	◇◇◇◇◆

Walkthrough: Once you have spoken to Désirée, head to the waypoint to the northeast. Identify Bernadotte with Eagle Vision, then speak to him and follow him. Whenever he stops in front of prostitutes, you can talk to him, or scare the women away by drawing your sword. Once the two lovers are reunited, your new task is to steal letters at the waypoint to the south. This is a simple stroll, and the chest containing the letters is easy to lockpick. Return the letters to Désirée and defend her from a wave of Extremists to end the mission.

32	French Crown Jewels
Location:	Le Louvre, Tuileries
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◆◆

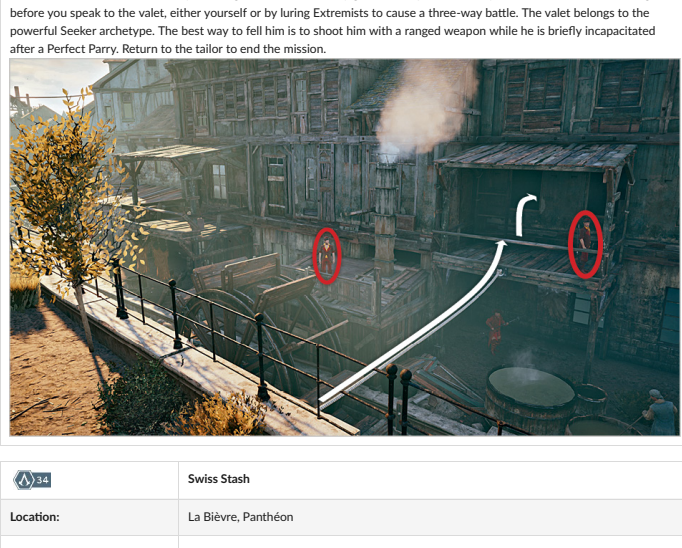
Walkthrough: From your start position, head to the waypoint to the south, by La Halle aux Blés and speak to the man inside the building. Your objective is to retrieve four diamonds.

- You can obtain the first one by chasing the man outside. Tackle him or assassinate him as you see fit, then steal the diamond back.
- To find the other two diamonds, head to the next waypoint to the northeast. Make your approach via the rooftops to avoid the many Extremists at street level. Your targets run a short patrol along the street (📷), but they do not walk in tandem. There are several Extremists who watch over them, with a blind spot in the easternmost section of their patrol. From the rooftop on that position, wait until both targets are far away from each other and air assassinate the first one that passes below Arno. Steal the diamond, then climb back up on the rooftop and use the same method to retrieve the final jewel. Go back to the manager to end the mission.



33	Coat of Arms
Location:	La Bièvre, Panthéon
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◇◇

Walkthrough: Move to the north to find the tailor. Use the balcony on the upper floor to reach him in the small investigation zone. He points you to a tanner to the northeast. Approach the heavily guarded Restricted Area from the west. The best point of entry is through either window on the middle floor, but you have to disable the two Watchers with Phantom Blades before you set foot on the hanging rope (📷), as they both have remarkable detection skills. Once the coast is clear, look through either window and eliminate the guards inside with Phantom Blades as well. One of them has a patrol route that takes him upstairs, so be cautious when you walk up the stairs. The guard threatening the tanner is facing away from you: assassinate him, then speak to the tanner. You now have to find St-Just's valet by following a waypoint to the southwest. This is an ambush, and the valet will attack you, along with the two nearby guards. To tip the odds in your favor, eliminate the two guards before you speak to the valet, either yourself or by luring Extremists to cause a three-way battle. The valet belongs to the powerful Seeker archetype. The best way to fell him is to shoot him with a ranged weapon while he is briefly incapacitated after a Perfect Parry. Return to the tailor to end the mission.



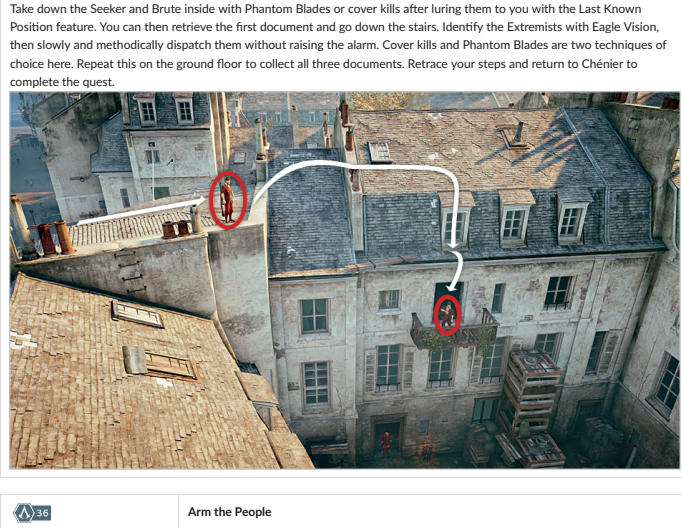
34	Swiss Stash
Location:	La Bièvre, Panthéon
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◇◇

Walkthrough: Your first task is to steal a letter from Necker, who stands in a small Restricted Area a few steps away. Hide behind the hay cart right by the Restricted Area, and quietly take down each guard one by one with the Phantom Blades. When they are all dead, you can pickpocket Necker without raising the alarm. You now have to steal Necker's gold at four different waypoints.

- The gold to the east is found on the uppermost floor of a heavily guarded building, which you can only enter at street level. Eliminate all the Extremists outside (especially the Watchers) with Phantom Blades to avoid causing a commotion, then walk up the stairs with Eagle Vision activated to identify the remaining Extremists in advance. Assassinate them when it is safe to do so, then retrieve the gold in the chest.
- The gold to the north is also hidden on the uppermost floor of a house, but this time you have a rooftop window that gives you direct access to it. Eliminate the two Extremists inside with Phantom Blades or a Poison Gas Bomb, then walk inside and open the chest.
- The final two gold caches are inside a building to the west, with many Extremists and a single point of entry. First, try to take down each enemy outside the building with the Phantom Blades (or use a Berserk Blade on a Brute or Seeker if you prefer). You can then repeat this with the Extremists gathered inside, or eliminate them with a Poison Gas Bomb instead. This leaves you with a single Watcher to snipe on the upper floor before you can collect the gold in both chests, and return to Necker to complete the contract.

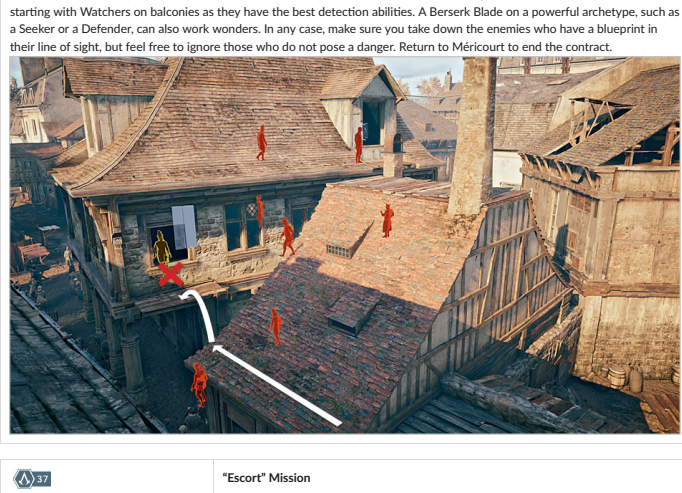
35	Vicious Verses
Location:	Les Invalides, Saint-Lambert
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◇◆

Walkthrough: Chénier's documents lie in a Restricted Area to the northeast. They're all in the same heavily guarded house, but each on a different floor level, forcing you to explore the entire building. Approach from the rooftops, making sure you snipe any Watcher on the way, then position Arno above the balcony (📷). Activate Eagle Vision and, when the Seeker on the top floor turns away, air assassinate the Watcher on the balcony (manually aim at him to make the command available if required). Take down the Seeker and Brute inside with Phantom Blades or cover kills after luring them to you with the Last Known Position feature. You can then retrieve the first document and go down the stairs. Identify the Extremists with Eagle Vision, then slowly and methodically dispatch them without raising the alarm. Cover kills and Phantom Blades are two techniques of choice here. Repeat this on the ground floor to collect all three documents. Retrace your steps and return to Chénier to complete the quest.



36	Arm the People
Location:	La Bièvre, Saint-Marcel
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◇◆

Walkthrough: Head to the waypoint to the west, approaching the Restricted Area from the north. Position Arno on the small wooden platform outside the window and perform a cover kill on the Seeker as he comes close (📷). You can then quietly steal the weapon docket from him. If the Extremist who patrols around the house spots you, quickly take him down with a Phantom Blade. This reveals a new waypoint to the northeast – a Restricted Area guarded by several Extremists, where you have to steal four blueprints. Approach at rooftop level, and methodically eliminate all targets with quiet Phantom Blade kills, starting with Watchers on balconies as they have the best detection abilities. A Berserk Blade on a powerful archetype, such as a Seeker or a Defender, can also work wonders. In any case, make sure you take down the enemies who have a blueprint in their line of sight, but feel free to ignore those who do not pose a danger. Return to Méricourt to end the contract.



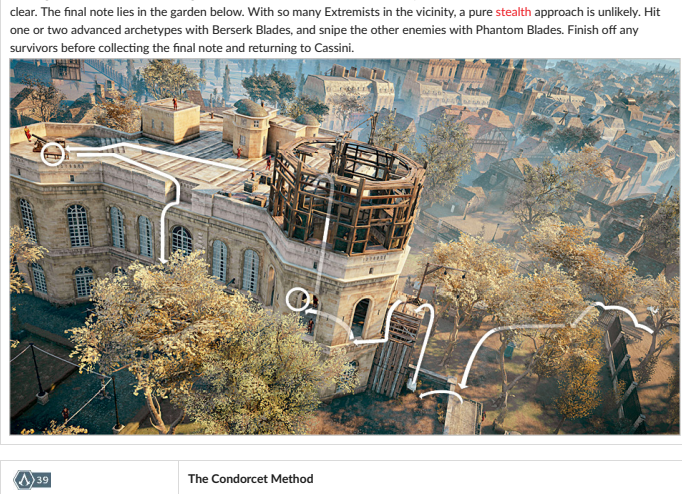
37	"Escort" Mission
Location:	La Bièvre, Saint-Marcel
Unlocked:	Complete "Arm the People"
Difficulty:	◇◇◇◇◆

Walkthrough: After speaking to Méricourt, you have to talk to prostitutes at three different waypoints, each found within a Restricted Area with multiple Extremists around.

- From east to west, the first prostitutes you will encounter are held prisoner in a cage in the middle of the street. The heavy presence of Extremists, including multiple Watchers, means that stealth is hardly an option. Try to dispatch the Watchers with Phantom Blades first, then use Berserk Blades on Defenders in priority, as their resilience makes them very effective against their own allies. Once the coast is clear, free the prisoners and speak to them.
- The second group of prostitutes are inside a building, scattered on all floor levels. Proceed in a similar fashion: get rid of the Watchers from afar, then turn Defenders or other powerful archetypes against their allies with Berserk Blades. Finish off any survivors before you speak to all highlighted individuals in the building.
- The final group is in the middle of a small, crowded plaza. You can actually use the Blending opportunities to approach all three prostitutes without any need for violence and complete the mission.

38	Cassini's Constellations
Location:	Le Quartier Latin, Luxembourg
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◇◆

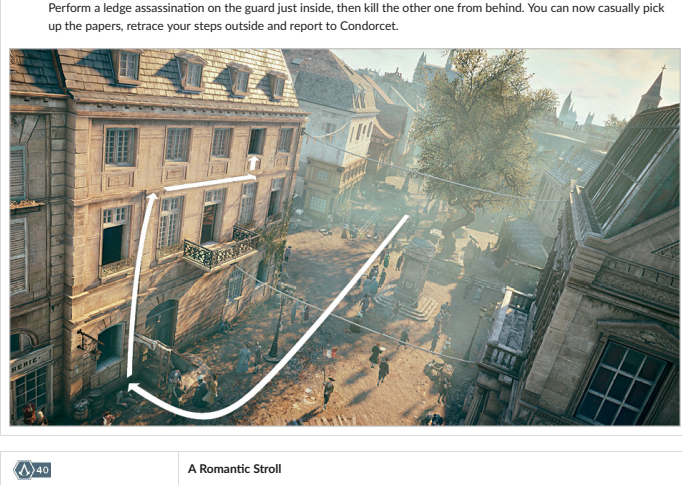
Walkthrough: Cassini asks you to retrieve three notes from the Paris Observatory. The entire compound is a Restricted Area with dozens of Extremists in attendance, including Watchers with very high detection skills and advanced archetypes. An efficient approach is to enter the perimeter via the trees in the northeast corner (📷). Avoid all enemies and use the lift on the eastern tower to reach the top of the scaffolding. Traverse to the left and perform a ledge assassination on the Watcher inside the tower. You can then assassinate the Brute from behind and steal the first note by the telescope. Use the lift inside the tower to reach the rooftop, where you should discretely take down all opponents with cover kills and Phantom Blades, starting with the Watchers. Making the Seeker berserk can also be a viable option. Steal the second note when the coast is clear. The final note lies in the garden below. With so many Extremists in the vicinity, a pure stealth approach is unlikely. Hit one or two advanced archetypes with Berserk Blades, and snipe the other enemies with Phantom Blades. Finish off any survivors before collecting the final note and returning to Cassini.



39	The Condorcet Method
Location:	Le Quartier Latin, Sorbonne
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◆◆

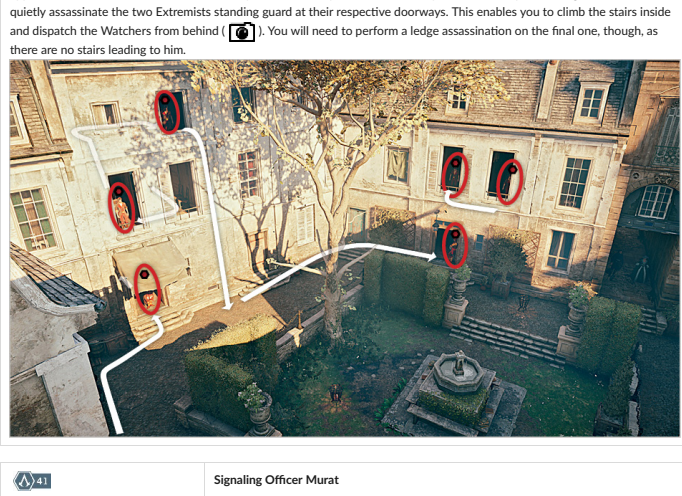
Walkthrough: Condorcet's papers await you in two Restricted Areas to the south of your start position.

- The one closest is a courtyard with multiple guards, an alarm bell and one man who carries the papers you're after. Enter the Restricted Area from the north, at rooftop level. After ensuring that no one can see you below, drop down into the courtyard and hide behind the well or blend in the small group of civilians. Patiently wait until your target comes close and stands by the telescope for a while. Two guards also have patrols that take them nearby, so let them leave first if required. The moment the man is alone, quietly pickpocket the papers (using the Disguise skill helps here), then leave the area via the route you arrived by. Alternatively, you can create a commotion by making one of the local Officers berserk, and steal the documents during the distraction.
- The second Restricted Area, further south, is a building teeming with guards. However the papers are on the uppermost floor, which you can access directly from the rooftop through an open window on the building's east face (📷). Perform a ledge assassination on the guard just inside, then kill the other one from behind. You can now casually pick up the papers, retrace your steps outside and report to Condorcet.



40	A Romantic Stroll
Location:	Les Invalides, Invalides
Unlocked:	Complete Sequence 08, Memory 02
Difficulty:	◇◇◇◇◇

Walkthrough: Napoleon awaits you at the waypoint to the west. To enable him to enter the courtyard, you have to make it safe first by taking down 10 Extremist targets. Eliminate them all methodically, starting with rooftop sentries, whom you can approach with relative ease thanks to the slope of the rooftops. Once the rooftops are clear, drop down to ground level and quietly assassinate the two Extremists standing guard at their respective doorways. This enables you to climb the stairs inside and dispatch the Watchers from behind (📷). You will need to perform a ledge assassination on the final one, though, as there are no stairs leading to him.



41	Signaling Officer Murat
Location:	Les Invalides, Invalides
Unlocked:	Complete "A Romantic Stroll"
Difficulty:	◇◇◇◇◇

Walkthrough: Your task here is to sabotage two cannons in a Restricted Area directly to the south. The sheer number of Extremists in that zone makes a pure stealth strategy impractical, time-consuming and dangerous. This doesn't mean that you have to enter open conflict and face the entire garrison, however. Here is a selection of strategies that you can use to tip the odds in your favor and fight a minimum of opponents.

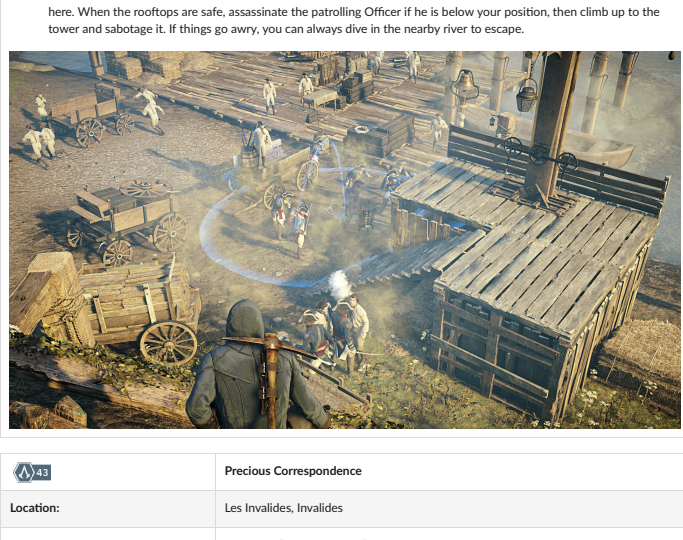
- Approach the Restricted Area from either side, close to a cannon position, and hit a powerful archetype with a Berserk Blade. This will draw all nearby Extremists into a warring huddle. Now toss one or two Poison Gas Bombs into the melee to kill them all. You can then snipe any survivors with the Phantom Blades.
- Another fun approach is to provoke blue-clad guards, who are legion in the general area, and lure them to the Restricted Area. They will enter into conflict with the Extremists, giving you a free hand to run away and come back immediately to assassinate as many targets as you can from behind while their focus is not solely on Arno.

Once the coast is clear, walk to both cannons in turn and sabotage them. Light the fuse of the second one and escape the area to end the mission.

42	A Nice Chappe
Location:	Les Invalides, Invalides
Unlocked:	Complete "Signaling Officer Murat"
Difficulty:	◇◇◇◇◇

Walkthrough: Your objective is to disable four Chappe towers, each located in a Restricted Area.

- The two on the building to the south are the easiest to deal with. Approach the Restricted Area from its edge, just behind the towers. Climb the building, take cover behind the round dormer, and snipe the guards in front of each tower with Phantom Blade headshots. You can then quietly sabotage each tower, and retrace your steps to exit the zone.
- The tower to the east necessitates a lot of bloodshed. First of all, eliminate all guards standing outside the Restricted Area by stabbing them from behind – especially the Watchers on the bridge directly to the south of the tower. There is one patrolling group that is too large to attack. Wait until these walk away, then position Arno just at the edge of the Restricted Area, in front of the tower, and hit the Officer at its foot with a Berserk Blade. He will attack the other guards, drawing virtually all of them to him. Poison a second target to add to the confusion. When they are all in close proximity, throw a Poison Gas Bomb, followed by a second one when the first cloud dissipates, to eliminate them all at once (📷). Snipe any survivors, then sabotage the tower.
- The tower to the north is the most challenging one. Approach the Restricted Area from the northwest, behind the tower. Ensure that no patrol is nearby, then climb on top of the compound's wall, right at the edge of the Restricted Area. Your priority is to disable the rooftop sentries who can spot you easily. Phantom Blade headshots work very well here. When the rooftops are safe, assassinate the patrolling Officer if he is below your position, then climb up to the tower and sabotage it. If things go awry, you can always dive in the nearby river to escape.



43	Precious Correspondence
Location:	Les Invalides, Invalides
Unlocked:	Complete "A Nice Chappe"
Difficulty:	◇◇◇◇◇

Walkthrough: Your objective is to recover three letters from three different Restricted Areas. Each letter is carried by an Extremist who marches on a patrol, making them even more difficult to retrieve. This is a very demanding mission, so make sure you have a full stock of consumables, and choose the Assassin Cache skill to top up your ammunition as required.

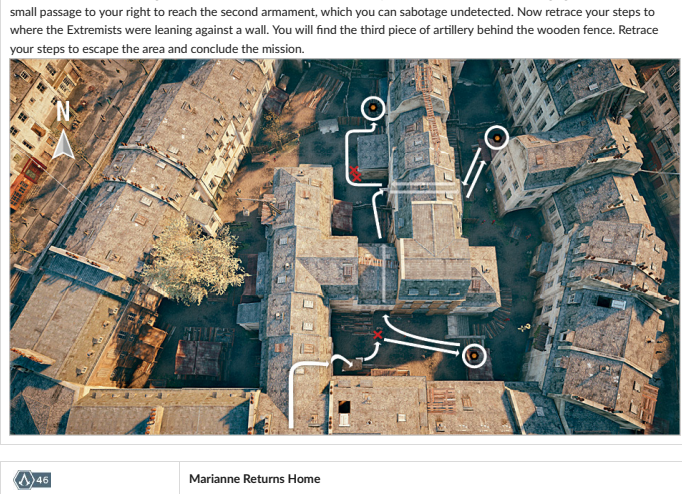
- Approach the northern Restricted Area from the southeast. Climb to the rooftop and hit the Brute (who happens to carry the letter) with a Berserk Blade. All nearby Extremists will gather and attack him: this is your cue to throw in Poison Gas Bombs to eliminate the combatants all at once. Finish off any survivors (including the sniper on the balcony overlooking the area) with Phantom Blades. With all enemies dead, simply walk into the courtyard to loot the Brute. If a Watcher on a balcony is a threat, take him down with a Phantom Blade.
- Refill your ammo while heading to the waypoint to the east. This letter is quite challenging to retrieve. It is carried by a Brute who walks a patrol in a large courtyard teeming with Extremists. There are many snipers on the rooftops and balconies, Defenders blocking the alleys, and Seekers walking around the courtyard. Though a direct approach might seem tempting, it is almost suicidal. One possible solution is to stand in front of the courtyard's west entrance, guarded by two Defenders. Wait until the Brute who carries the letter passes nearby, then hit one of the two Defenders with a Berserk Blade. The two Defenders will start fighting each other, drawing the Brute to them in the process, just outside the courtyard's fence. Snipe all three of them with Phantom Blades, or lure the Brute towards you, outside of the Restricted Area. This way you can steal the letter from his corpse without having to deal with all the Extremists in the courtyard. If other Extremists join the fray, consider employing Poison Gas Bombs to disable them all at once. You can even lure blue-clad guards from the main plaza to the courtyard for a huge brawl.
- The final letter is carried by an Extremist in catacombs below a graveyard to the south. The underground has a single point of access, guarded by two Defenders and a Seeker. Make your approach from the east and locate the stairs leading to the catacombs. Climb on the wall that surrounds the graveyard and hit either Defender with a Berserk Blade. Use the confusion that ensues to sprint down the steps, ignoring all enemies. Take a left at the bottom, and follow the outside corridor until you reach the investigation zone. Use the Berserk Blade/Poison Gas combo (or, if you don't have any left, the Phantom Blades) to eliminate all targets, including the letter-carrier, before you retrieve the document.

44	Constructing a "Close Shave"
Location:	Le Louvre, Feydeau
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◇◇

Walkthrough: This mission requires that you collect four parts within a single Restricted Area. Rooftop sentries are a constant nuisance if left unchecked, so eliminate them all immediately. Once this has been achieved, go through the door directly in front of the quest-giver, then lockpick the door on the other side to enter the Restricted Area. Climb on the small outbuilding to your left and dispatch the Watcher. You can then collect the first part without even dealing with the two soldiers in front of it. You should then progress slowly through the Restricted Area, taking down Extremists one by one with the Phantom Blades or luring them with the Last Known Position feature. Once you have all four parts, return to the quest-giver. Don't allow your concentration to drop, as you must defend him and his associate from a few waves of Extremists to actually complete the mission.

45	Up in Arms
Location:	Le Louvre, Feydeau
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◇◇

Walkthrough: When the mission begins, head to the waypoint to the east. This leads to a Restricted Area where you have to locate and sabotage three armaments. Take to the rooftops on the southernmost row of buildings, and dive into the hay cart in the courtyard below (📷). This puts you in an ideal position to assassinate a Brute and destroy the first piece of artillery. Head into the tunnel leading north, and use the Phantom Blades to dispatch the two Extremists leaning against a wall. Use the small passage to your right to reach the second armament, which you can sabotage undetected. Now retrace your steps to where the Extremists were leaning against a wall. You will find the third piece of artillery behind the wooden fence. Retrace your steps to escape the area and conclude the mission.

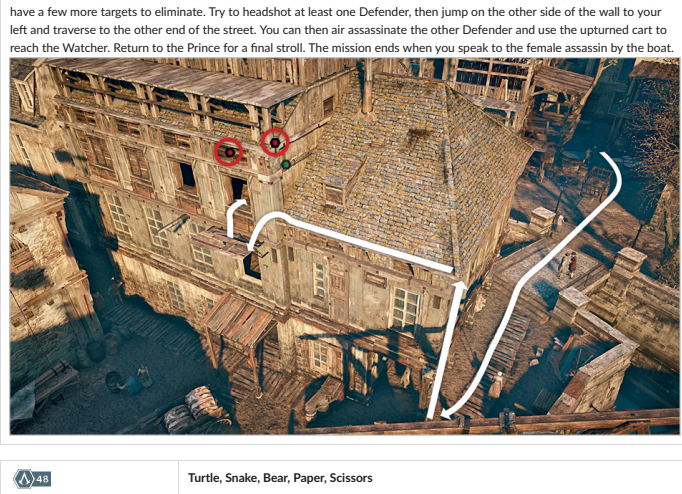


46	Marianne Returns Home
Location:	Le Louvre, Feydeau
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◇◇

Walkthrough: Follow Marianne until she stops. Completing the practice session against her is a simple matter of foiling three of her attacks with Perfect Parries. Keep following her until you reach her home, where you have to defend her against multiple waves of advanced archetypes. Try to assassinate targets instantly while they are busy fighting Marianne, and use your tools to speed things up. If you don't feel like turning to our section dedicated to archetypes, don't forget that you can take down Brutes by attacking them relentlessly with two-hit combos followed up by the Strong Attack of a one-handed weapon. As for Seekers, you can one-shot them with ranged weapons when they are briefly incapacitated after a Perfect Parry. Once inside Marianne's house, you can even perform cover kills, especially if you always stay a few steps ahead of Marianne.

47	The Little Prince
Location:	La Bièvre, Saint-Jacques
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◇◆

Walkthrough: After examining the poster, speak to the nearby Assassin and follow her. The Prince is held captive on the uppermost floor of the building across the canal. To avoid having to deal with the troublesome snipers, cross the stone bridge and climb the building on its eastern side when the Defender guarding the ground-floor door is away (📷). Stand on the wooden platform by the top-floor window: from here, you can snipe both marked targets with the Phantom Blades. Now leap inside, but make sure you dispatch all Extremists in the building before you free the Prince. Cover kills, Phantom Blades and Berserk Blades on advanced archetypes are all very effective to avoid open conflict. When the Prince stops in the street, you have a few more targets to eliminate. Try to headshot at least one Defender, then jump on the other side of the wall to your left and traverse to the other end of the street. You can then air assassinate the other Defender and use the upturned cart to reach the Watcher. Return to the Prince for a final stroll. The mission ends when you speak to the female assassin by the boat.



48	Turtle, Snake, Bear, Paper, Scissors
Location:	Les Invalides, Saint-Lambert
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◇◇

Walkthrough: In this mission, your goal is to eliminate three targets after identifying each individual in their respective investigation zones. The one closest to your start position is very easy to dispatch. Approach from any angle while Blending in the crowd and hit him with a Phantom Blade headshot. The other two each stand inside a different house. Enter both houses using the ground-floor door at the edge of the Restricted Area. This enables you to eliminate any local Extremists from outside the Restricted Area. Dispatch any foes that you encounter. When all three targets are down, escape the area to end the mission.

49	Tapestry Thief
Location:	La Bièvre, Saint-Marcel
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◇◆

Walkthrough: This mission has you move on from one waypoint to another, looking for a thief. When you reach the civilian outside a sewer entrance, eliminate the two Defenders opposite her (with either Phantom Blades or a Berserk Blade), then go through the tunnel and take a left to reach an exit. Speak to the lady outside to make more new waypoints appear to the southwest. Keep following them until you locate a target that you have to tail. Take a right, then follow him at rooftop level. When he reaches a Restricted Area, drop down and Blend among the civilians in the street. Eliminate the soldier that patrols in the crowd, and take down the Watcher on the rooftop with a Phantom Blade headshot. You can then take cover by the gap in the wooden fence and hit the Extremists behind it with headshots, then jump the gap and progress in this fashion until you kill your Templar target. An alternative (and easier) way is to go around the Restricted Area (without ever setting foot in it) to reach its southeast edge, then align a clean headshot on the Templar before making your escape.

50	Cartouche's Memoirs
Location:	Les Invalides, Saint-Lambert
Unlocked:	Complete Sequence 02, Memory 01
Difficulty:	◇◇◇◇◇

Walkthrough: This mission requires you to retrieve two memoirs, each in its own Restricted Area to the northeast.

- Approach the Restricted Area to the east from the southwest. If you eliminate the two Watchers on the rooftops first, you can actually enter via the archway. The two Defenders at the end of the corridor are asleep and present no threat. Move up to the well in Stealth Mode, then make one of the Extremists by the memoir berserk. Finish off any survivors before you collect the document.
- In the Restricted Area to the west, the sheer amount of Extremists and the rarity of the cover points means that a stealth approach is very unlikely. The memoir is hidden in a chest, right between the two alarm bells. There are at least two Defenders in the vicinity, which are perfect targets for your Berserk Blades. You can safely hit them from outside of the Restricted Area – for example, while standing on the wooden fences to the southeast. Once most other Extremists have entered the melee, throw Poison Gas Bombs to dispatch or severely weaken the entire group. You will still need to eliminate survivors and kill the Watchers on the rooftops, but this should now be much more manageable. Return to Cartouche to complete the mission.

Side Quests

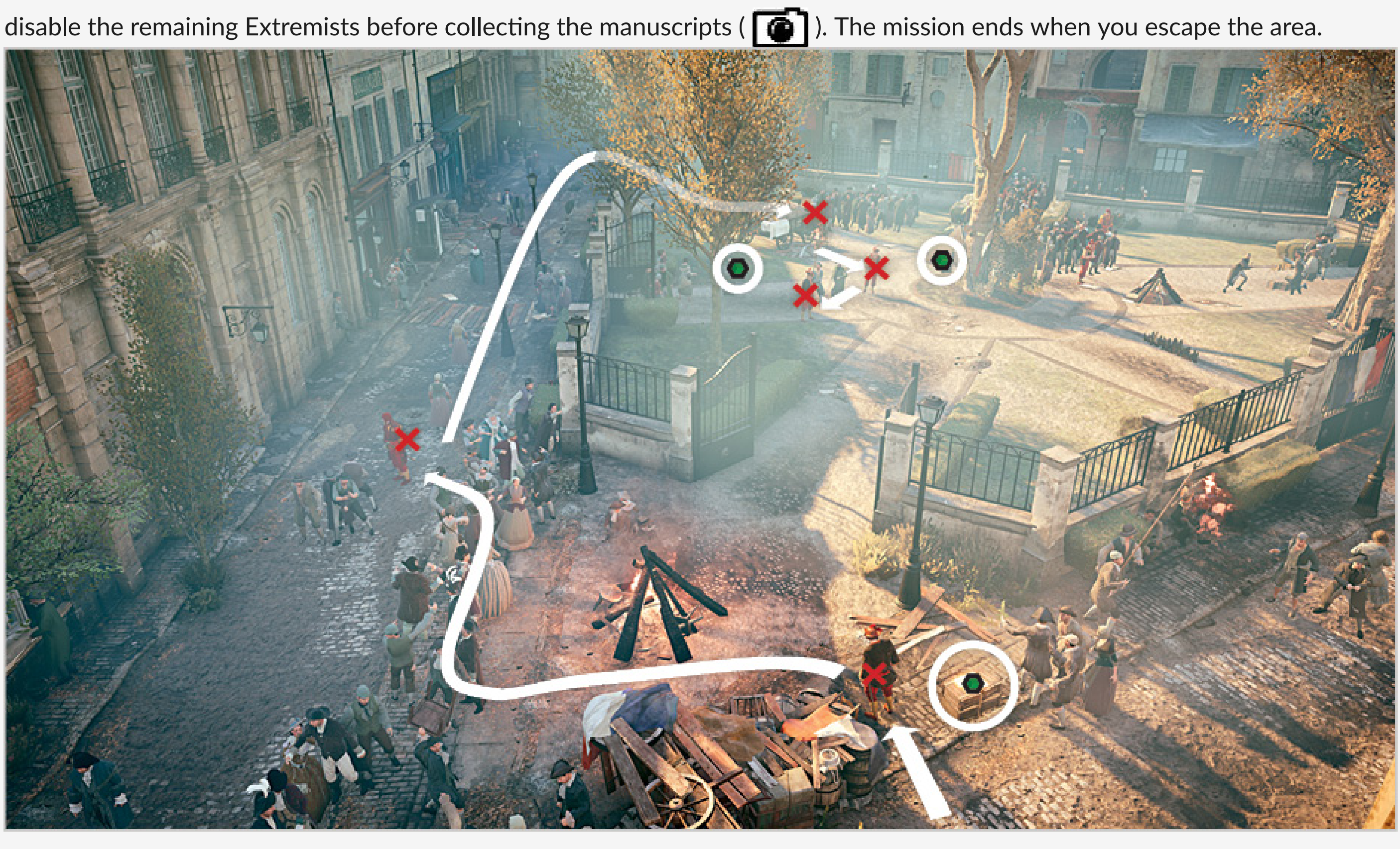
Cafe Theatre Missions

From Sequence 03, you can approach the entrance to the Café Théâtre on Ile Saint-Louis and accept the "mission" at the door to watch an introductory cinematic. In addition to benefits such as personal quarters for Arno, beginning the Café Théâtre side quest storyline provides the Assassin with a regular source of income. By completing the five missions covered here and investing their rewards into upgrades for the premises, you can increase the size of the periodic deposits to a considerable sum.

As lucrative as they ultimately are, we still advise that you hold off until early in Sequence 04 before you attempt any of these missions, as having access to the Phantom Blades and Berserk Blades greatly reduces their potential difficulty. In this section, we concentrate solely on the process of completing the missions. For a presentation of the Café Théâtre and the other Social Clubs around Paris, see the Reference & Analysis chapter.

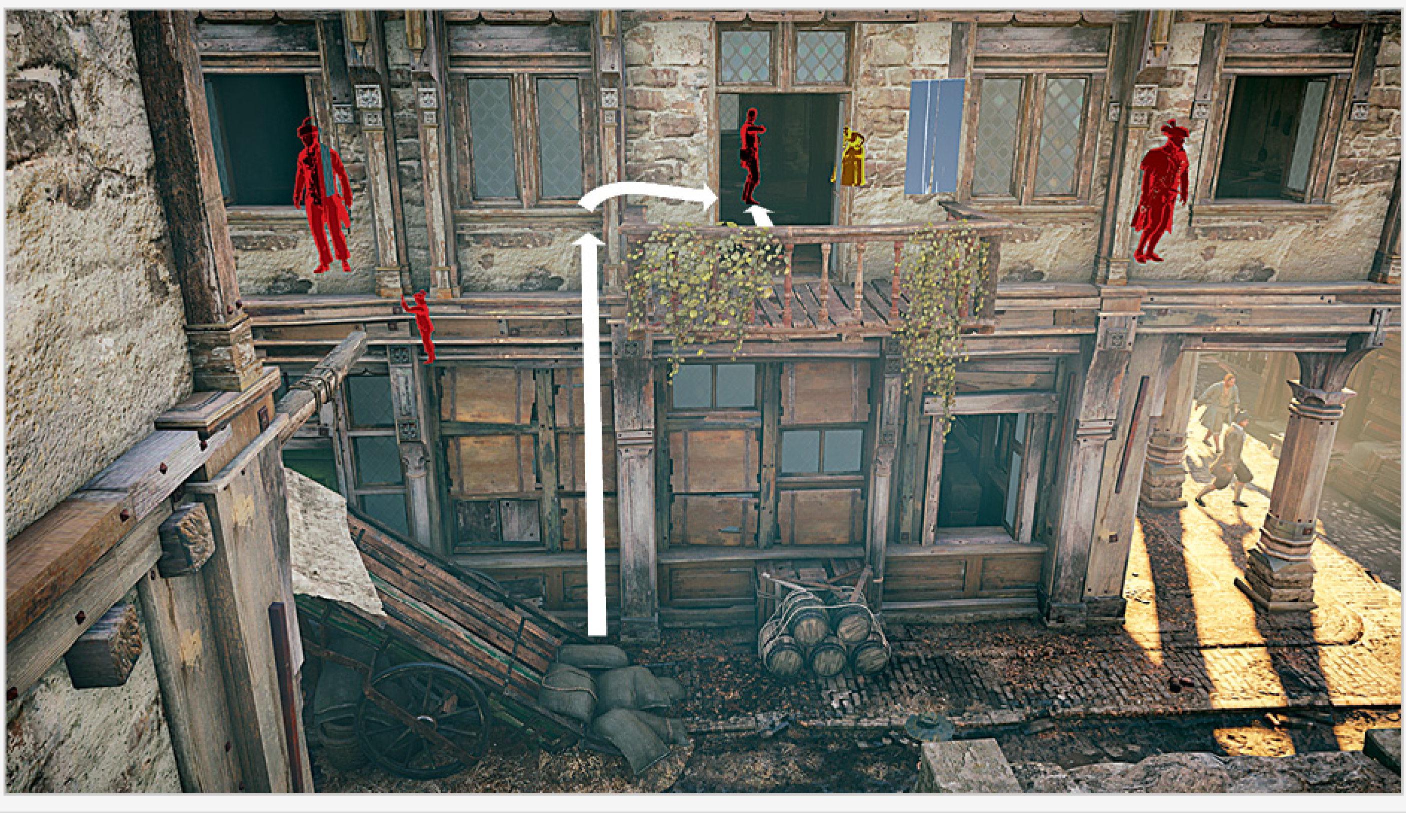
	Auto-da-fé
Unlocked:	Beginning of Sequence 03
Difficulty:	◇◆◆◆◆

Walkthrough: Head to the waypoint at the eastern edge of Ile de la Cité. Speaking to your contact reveals three waypoints on Place Dauphine. These represent manuscripts that you have to retrieve. Start by eliminating the soldier closest to you when his back is turned, and pick up the manuscript. Blend in the crowd to kill the nearby Extremist, then move to the other end of the plaza. Hide in the hay cart and assassinate the other Extremist from here when his patrol takes him to you. You can then disable the remaining Extremists before collecting the manuscripts (📷). The mission ends when you escape the area.



	Colette
Unlocked:	Complete "Auto-da-fé" and purchase the Café Théâtre's Ground Floor upgrade
Difficulty:	◇◆◆◆◆

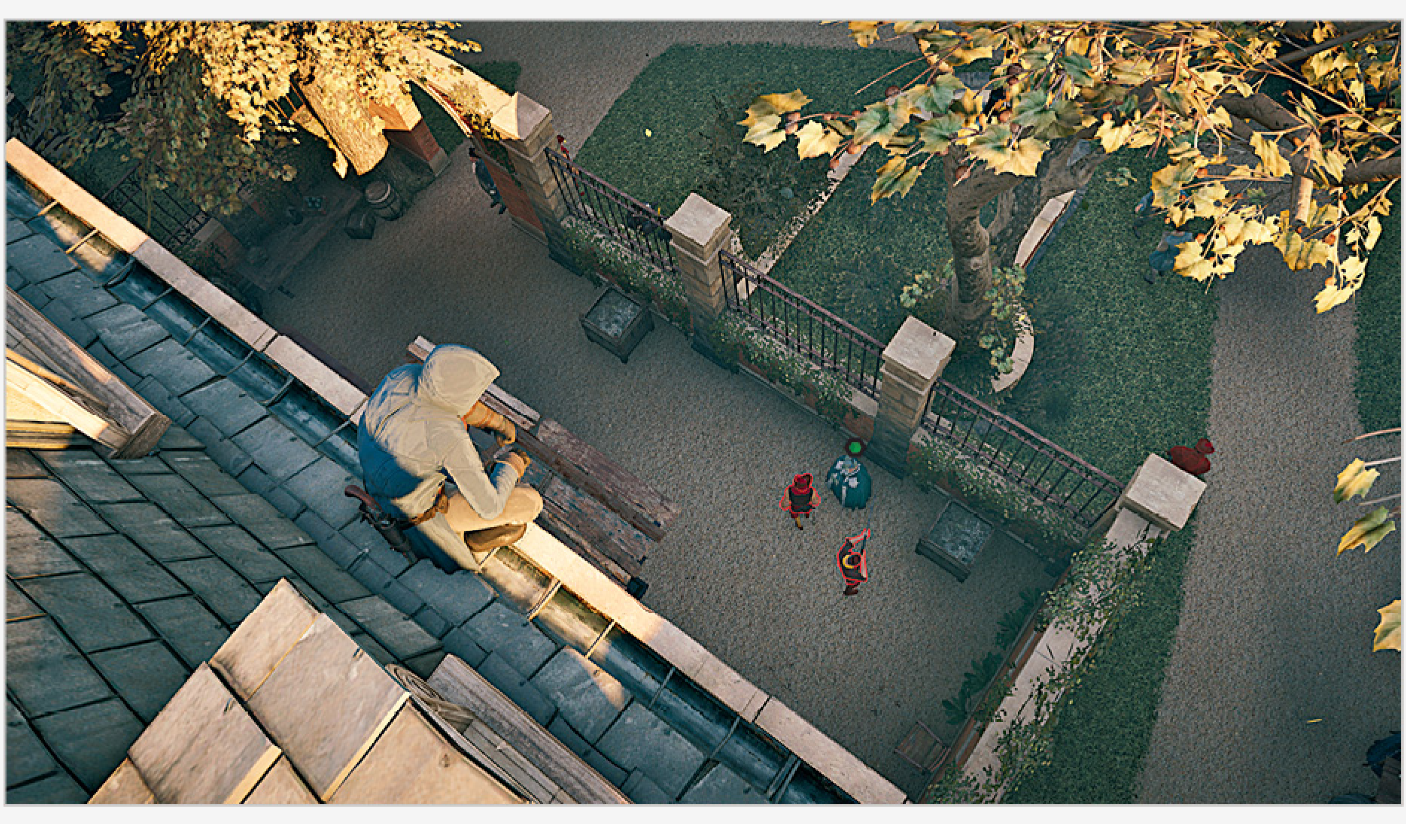
Walkthrough: Once you have accepted the mission, move to the waypoint in the north part of Ventre de Paris. Locate the innkeepers in the investigation zone, and enter the hiding spot marked by a waypoint when directed to do so. Your target runs away after the cutscene, but this is an easy chase. Catch up with the man and assassinate him. The real challenge begins now: you have to rescue Colette at the waypoint to the west, in a well-guarded house. Make your approach from the south and climb on the small balcony (📷). The two Extremists that appear regularly through the windows have short patrol routes. Either eliminate them from behind or slip inside while they're facing away. Assassinate the Watcher who is pointing his rifle at Colette before you speak to her. Retrace your steps and escape the area to complete the quest.



	Damsel in Seamstress
Unlocked:	Complete "Colette" and purchase the Café Théâtre's Hall Floor upgrade
Difficulty:	◇◇◇◆◆

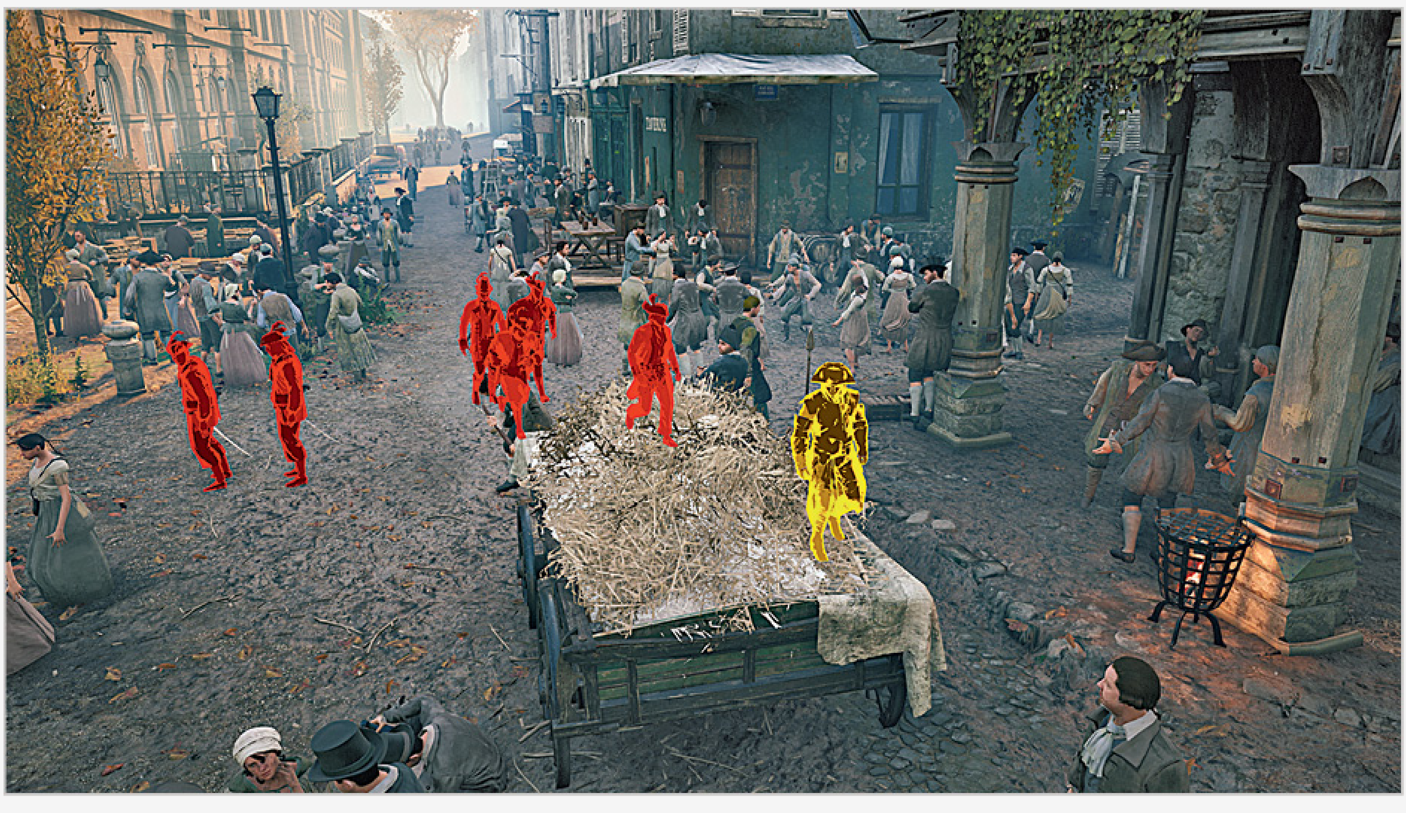
Walkthrough: Rose Bertin awaits you at the waypoint in the Marais. She stands in a small alleyway, threatened by two Extremists, with additional troops in the vicinity. However, you can exploit a weakness in their defense. If you arrive from the rooftops to the east, you can position Arno directly above the two men, and perform a double air assassination if you have unlocked the skill (📷) or otherwise simply eliminate them with the Phantom Blades. This way, you can avoid conflict with the many guards in this area. Speak to Rose to advance the story. You now need to retrieve three costumes, each within a Restricted Area.

- Enter the Restricted Area to the northwest from its northeast edge. Climb on the rooftop and air assassinate the Watcher on the balcony below. Snipe the Extremists around you with Phantom Blade headshots, then retrieve the costume to the south, using Stealth Mode when you near the chest.
- Enter the Restricted Area to the northeast via the southern rooftops. Eliminate the Watcher, then activate Eagle Vision to locate the chest right below your position, as well as three Extremists in the courtyard. Take them out with Phantom Blade headshots, then go down to collect the costume.
- Approach the Restricted Area to the east from the rooftops that border its north side. Dive in the hay cart with a Leap of Faith, then wait until an Extremist passes by your position to assassinate him from your hiding spot. This leaves only two soldiers in the courtyard. Deal with these in any way you see fit, then retrieve the costume. Leave the highlighted area to complete the mission.



	The Queen's Necklace
Unlocked:	Complete "Damsel in Seamstress" and purchase the Café Théâtre's Exterior upgrade
Difficulty:	◇◇◇◇◆

Walkthrough: The contact you have to speak to is found in the La Bièvre district. He points you to an Extremist that you must steal or loot a necklace from. With four bodyguards walking behind your target, including a dangerous Seeker, this is a force to be reckoned with. For an easy outcome, you can hit your target (a Defender) with a Berserk Blade. Try to hit the Brute or the Seeker as well. Once the ensuing skirmish comes to an end, you can snipe any survivor and casually loot the necklace. Alternatively, you can tail the group from the rooftops. When they reach the main street and take a left, run ahead of them and jump into the hay cart that lies in the middle of the street (📷). You can then assassinate the Defender as he passes by the hay cart, which rewards you instantly with the necklace. This will force you to run away from his bodyguards, but it is easy enough to escape them by sprinting south – drop a Smoke Bomb if you want to be safe. When the necklace is in your possession, head to the waypoint to the south. Enter the Restricted Area via the northern rooftops, and you will soon notice that there are relatively few Extremists in the area: you can actually speak to the smuggler without disturbing them at all.



	Foxy Renard
Unlocked:	Complete "The Queen's Necklace" and purchase the Café Théâtre's Upper Floors upgrade
Difficulty:	◇◇◇◇◇

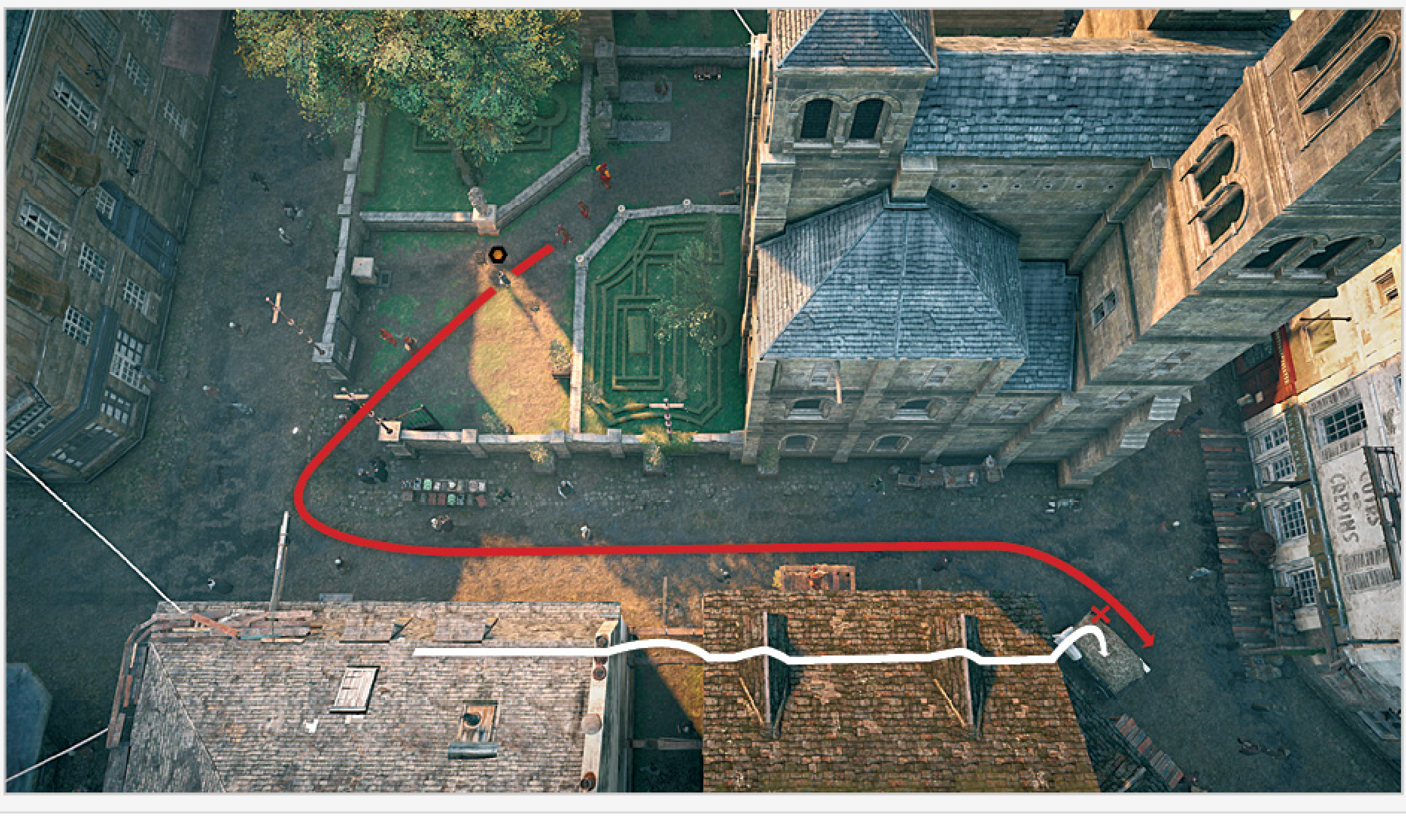
Walkthrough: Your contact is waiting for you in the Invalides district, all the way across the map. The priest you have to steal from is standing in the nearby Restricted Area. There is no need to infiltrate this well-guarded zone. Instead, make your way to a rooftopto the west of the Restricted Area, where you can locate the priest with Eagle Vision.The moment you identify him, he will begin walking with his bodyguards.

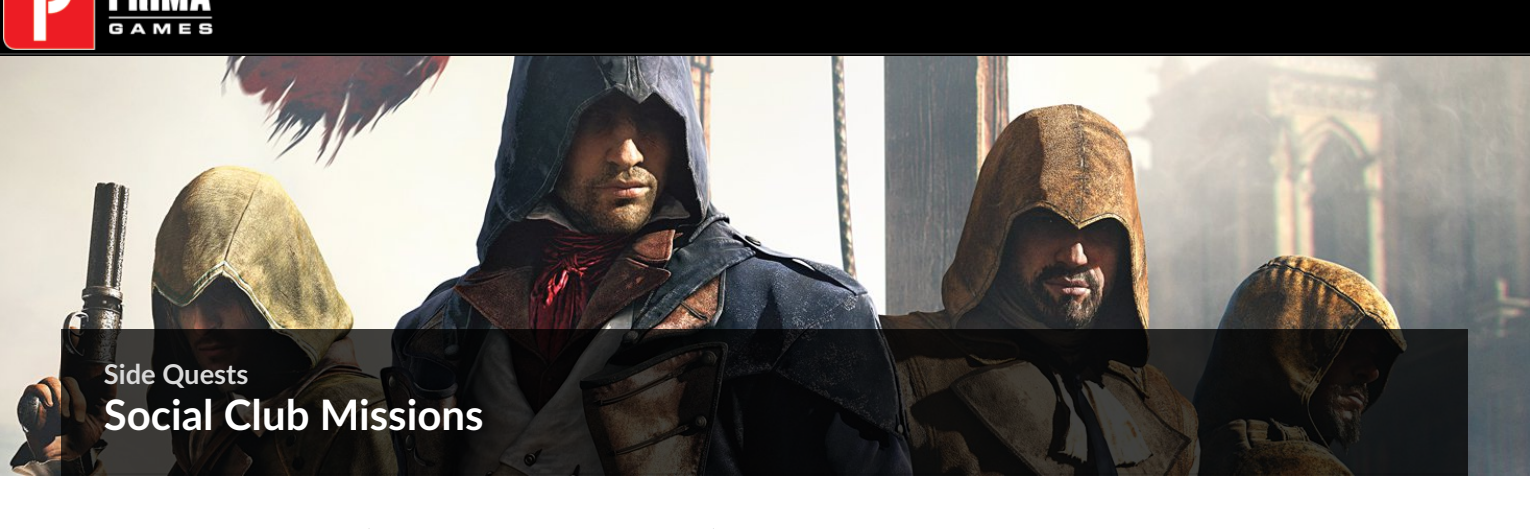
Once outside the garden, he will take a left. Run ahead of the group and jump into the hay cart further down that street. The priest will then come to you, enabling an easy hiding-spot assassination (📷). At this point, escape is the best course of action: there are some very high-level opponents in the area. Once you are in the clear, return to your contact to the south. Climb to the observation point as directed. After the short scene, turn around and drop down to street level to tackle Renard's henchman. This reveals the position of Renard's hideout, to the north. If for any reason you failed to rob the priest or to tackle the henchman, you will have to find out where Renard's hideout is by searching two investigation zones: infiltrate the small enclosure via its (unguarded) east side and speak to the man inside; in the second area, stealth isn't an option, so climb to the rooftops and dispatch the snipers before using the Berserk Blade/Poison Gas Bomb combo to eliminate all targets – you can then read the documents on the crate.

The building where Renard is hiding is teeming with Extremists, but you can achieve your objective with very little complications. Approach from the rooftops and identify the single guard on the uppermost floor (a Defender). When he leaves his position at the only open roof window, follow him and quietly assassinate him with the Hidden Blade. An activation of Eagle Vision will reveal that Renard is just below your position. There are many Extremists on his floor, so it makes sense to take him down from where you are, in the attic. Here are two efficient ways to achieve this.

- One option is to lure Extremists towards the ladder by throwing a Cherry Bomb through the trap door, then hit one of them with a Berserk Blade. All enemies will home in towards your victim, including Renard. Toss a Poison Gas Bomb through the trap door to damage them all, then finish them off with a second explosive.
- Alternatively, you can lure Renard himself towards the ladder by throwing a Cherry Bomb through the trap door, then hit him with a Phantom Blade for an easy finish.

After Renard is dead, you can retrace your steps and leave the highlighted area to complete the contract.





Side Quests

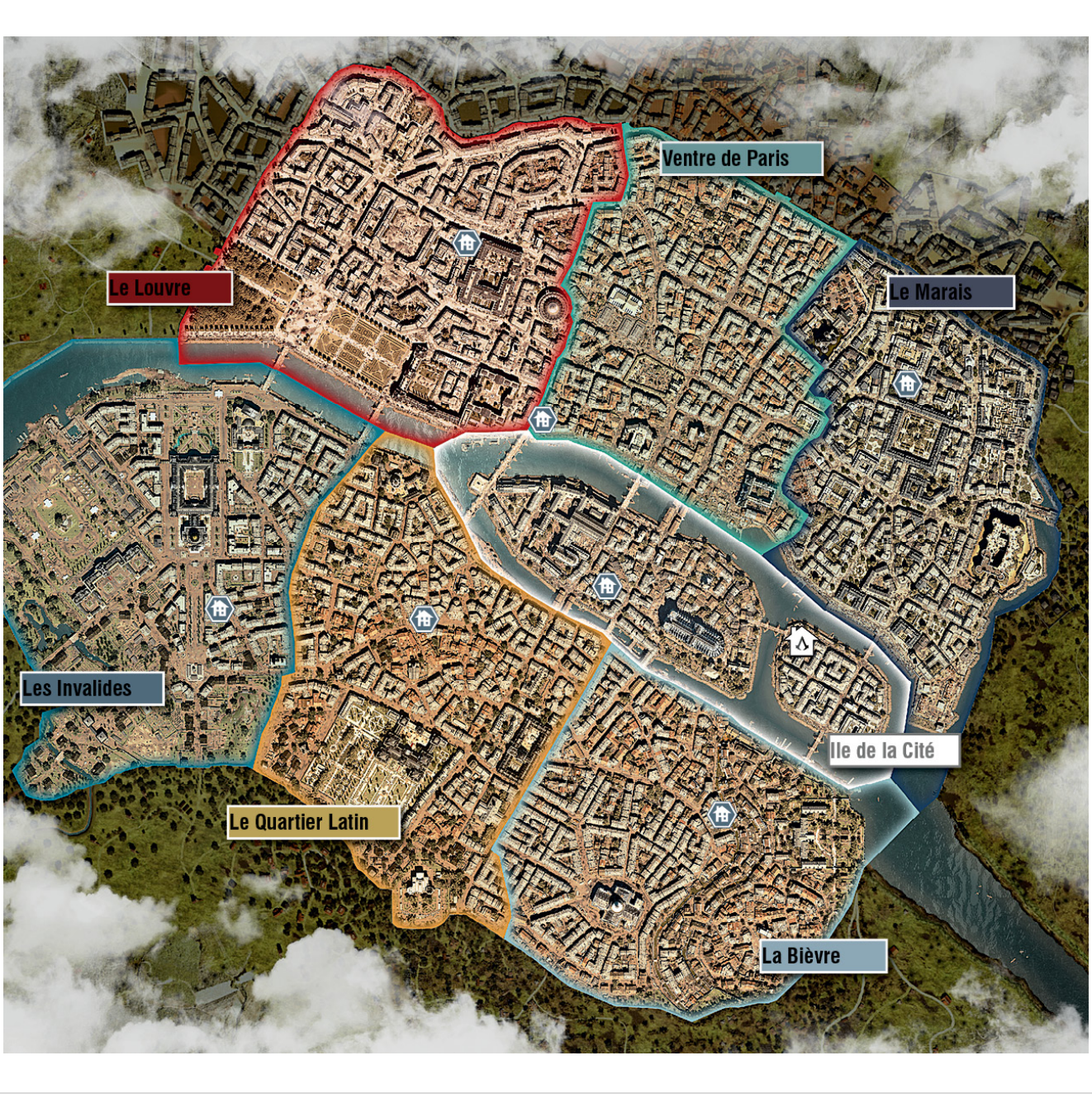
Social Club Missions

You can renovate a Café (also referred to as a "Social Club") in every main district in Paris. Each renovated Café grants a bonus to your periodic income at the Café Théâtre and gives you access to two or three Social Club Missions. Fulfilling these leads to a reduction in the presence of Extremists in the corresponding sub-districts.

We suggest that you hold off until at least Sequence 04 before you attempt any of these missions, however: they can be extremely difficult until you have the Phantom Blades and Berserk Blades at your disposal. For the more difficult missions, it makes sense to wait until the beginning of Sequence 10, when you have access to all of Arno's most useful skills.

As with Paris Stories, we have sorted the Social Club Missions in the same order as they appear in the in-game Progress Tracker to enable you to find them easily.

Mission Directory



Café/Social Club	Mission
Ile de la Cité	Bridge Brigands
	Marat's Missive
Ventre de Paris	Let Them Eat Hay
	Cat Food on a Hot Tin Roof
	Hoarding Hostages
Le Quartier Latin	Café Procope
	Roux's Remains
	An Engaging Egyptologist
Le Marais	Artful Dodger
	A Dramatic Exit
	Breaking the Habit
La Bièvre	Extortion Contortion
	Chouan Riddles
	Bara's Funeral
Le Louvre	Retribution for a Rabble-Rouser
	The Black Office
	Betrayer of the Queen
Les Invalides	Spiked Bourbon
	Special Delivery
	Smoky Yet Robust

Ile de la Cité

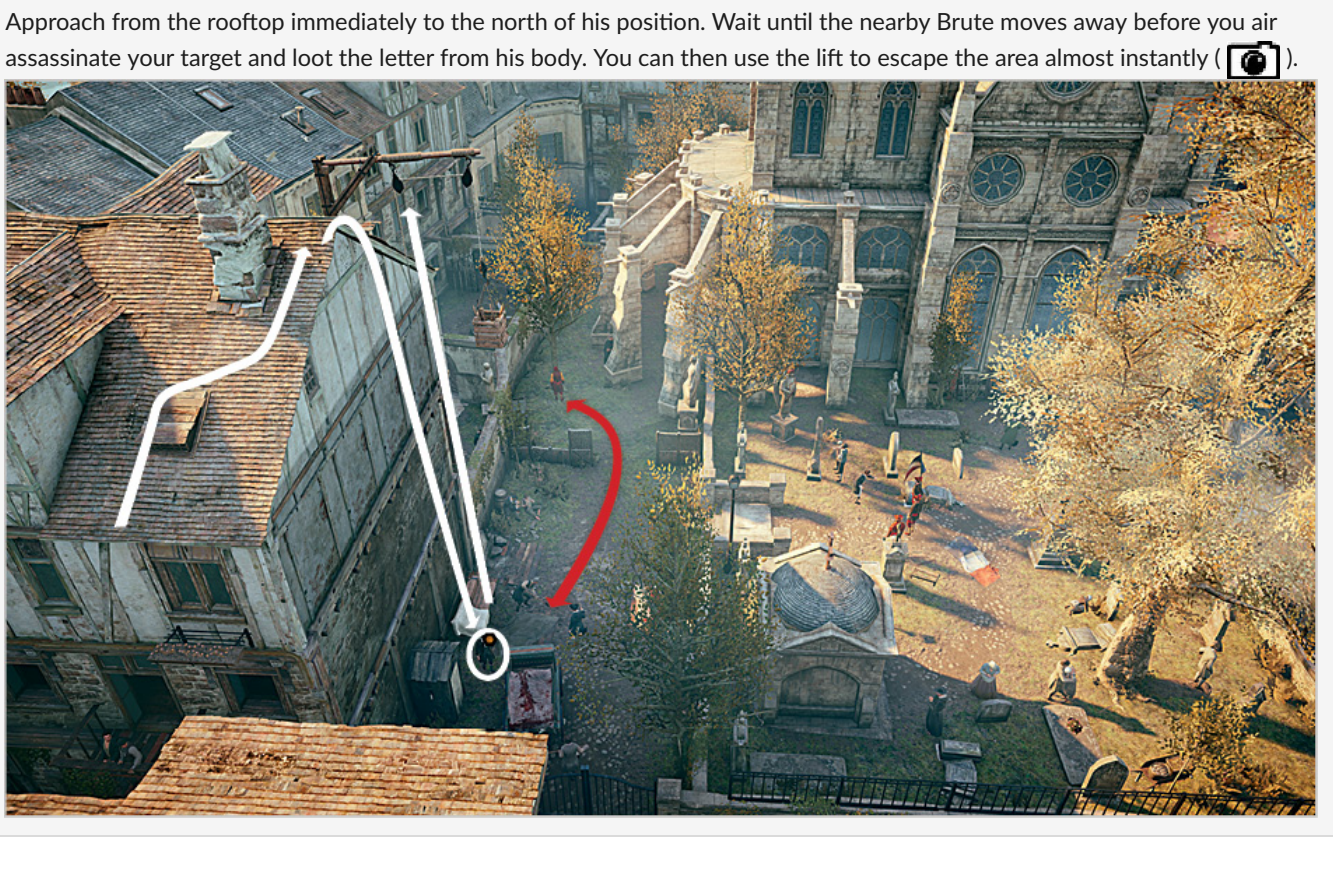
	Bridge Brigands
Unlocked:	Renovate the Ile de la Cité Café
Difficulty:	◇◆◆◆◆

Walkthrough: Your task in this mission is to eliminate thug captains, with each one situated on four bridges that surround the Café.

- The captain on the bridge to the south is very easy to reach if you have the Disguise skill. Morph into a civilian as you near Extremists, then casually walk into the house where the thug is hiding and stab him from behind. If you don't have that skill, snipe the few Extremists on the bridge to secure your approach.
- For the bridge to the west (south portion), use Eagle Vision while concealed in the crowd to identify the captain. When his patrol takes him close to you, wait until he faces away, then snipe him with a Phantom Blade headshot, or stab him from behind after double assassinating the two Extremists on the way.
- The captain on the bridge to the west (north portion) is perhaps the simplest to eliminate as long as you arrive from the south (which is the most likely scenario). Walk on the right-hand side of the bridge and both the captain and his two bodyguards will face away from you. Snipe your target with a headshot, or stab him in the back.
- The final captain on the bridge to the northeast walks a short patrol towards the northern end of the bridge. If you climb on the rooftop of the bridge's only building, you can dive into a hay cart close to his route. Watch him as he passes by your position, walking towards the north, then follow him and stab him from behind for a quiet and painless resolution.

	Marat's Missive
Unlocked:	Renovate the Ile de la Cité Café
Difficulty:	◇◇◆◆◆

Walkthrough: The letter you are looking for is carried by a man who stands at the northernmost corner of the Restricted Area. Approach from the rooftop immediately to the north of his position. Wait until the nearby Brute moves away before you air assassinate your target and loot the letter from his body. You can then use the lift to escape the area almost instantly (📷).



Ventre de Paris

	Let Them Eat Hay
Unlocked:	Renovate the Ventre de Paris Café
Difficulty:	◇◇◆◆◆

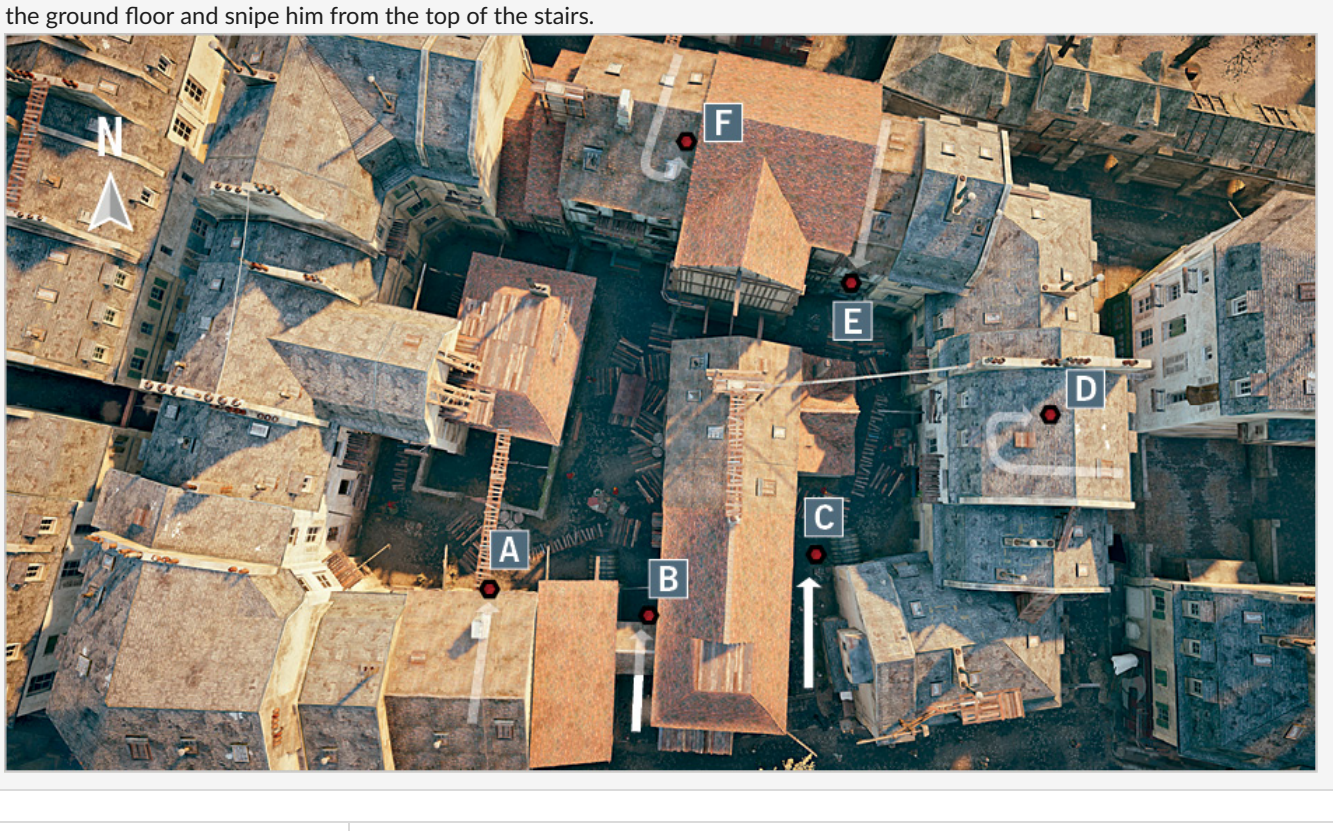
Walkthrough: Follow the waypoint to the east to reach a Restricted Area where you have to kill six hoarders (📷).

A & **E** : Lockpick the door in the street (outside the Restricted Area) and you can casually stab or snipe both of these hoarders from behind. Use Eagle Vision to ensure that no Extremist is looking your way during the process.

B : Blend in the crowd directly south of this hoarder. From here, you can snipe him, or even rush to him and assassinate him before he has the time to react. If you are spotted, an even larger crowd a few steps to the west will enable you to hide easily.

C : Again, position Arno in the crowd to the south of this hoarder and snipe him with the Phantom Blades while his allies are looking away.

D & **F** : Enter the house where the hoarder is stationed from the upper-floor balcony. Walk to the stairs leading down to the ground floor and snipe him from the top of the stairs.



	Cat Food on a Hot Tin Roof
Unlocked:	Renovate the Ventre de Paris Café
Difficulty:	◇◇◆◆◆

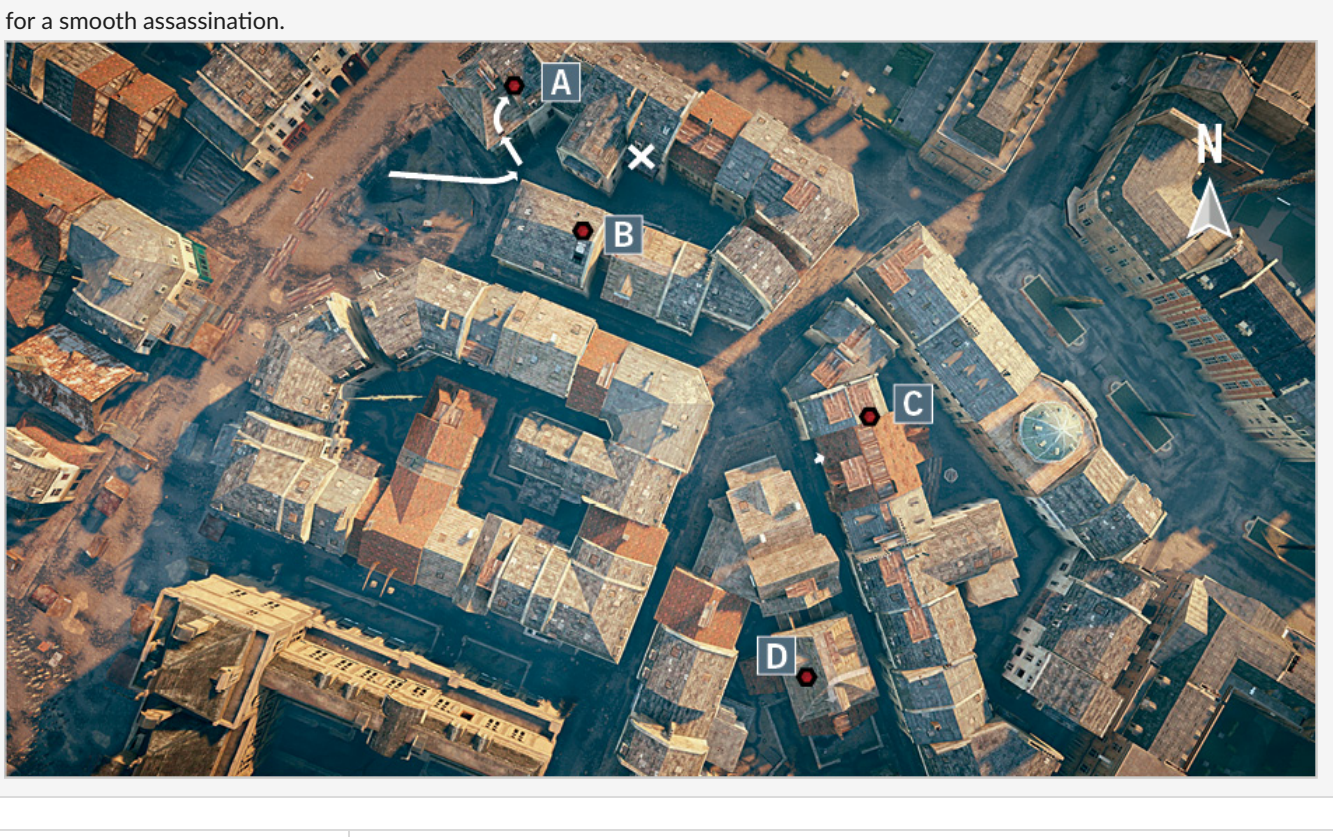
Walkthrough: This mission requires you to kill four of Foullon's lieutenants, who are hidden in an equivalent number of investigation zones to the east (📷).

A : This target is a rooftop sentry. Climb on the rooftop from the building's east face, then approach the man from behind and eliminate him as you see fit.

B : This lieutenant is found on the uppermost floor of the building. If you have Arno at the position marked with a cross, you can snipe him through the window from the other side of the street. Otherwise, enter through the same window while he faces away from you and stab him.

C : This lieutenant is located on a rooftop. Approach him from the street directly below his position. After ensuring that he is looking away with Eagle Vision, take him down with a Phantom Blade headshot. Avoid climbing all the way to the roof yourself, as a Brute patrols nearby and could easily spot you.

D : Enter this building from the balcony on the floor just above street level. After ensuring that your target isn't in the room yet, get inside the hiding spot or Blend among the civilians in front of it. Wait for a moment and your target will come to you for a smooth assassination.



	Hoarding Hostages
Unlocked:	Renovate the Ventre de Paris Café
Difficulty:	◇◇◇◆◆

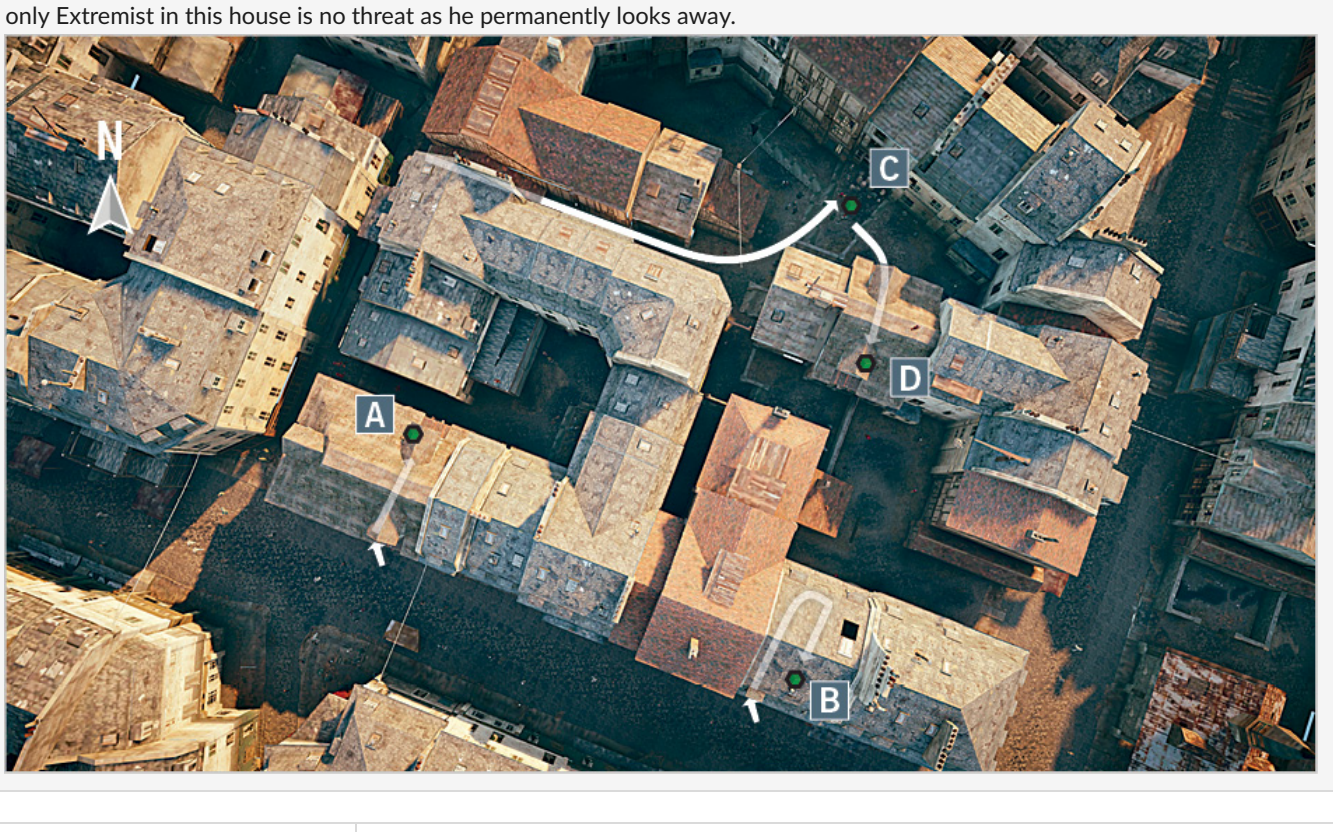
Walkthrough: Head to the waypoints near the Cour des Miracles, where you have to free four farmers (📷).

A : Climb the building and enter via a window on the floor above street level. There are two Extremists looking in the direction of the farmer, and therefore facing away from you. Dispatch them with Phantom Blades as they can be quite twitchy.

B : Enter this building via the window on the top floor. From the top of the stairs, snipe the Extremist at the bottom then free the farmer.

C : Infiltrate the Restricted Area via the back alley to the west, through a gap in a wooden fence. Eliminate the Brute with his back turned to you, then stop by the hay cart. Identify the two Extremists in the courtyard, and snipe them while they're facing away (or lure them to the hay cart with the Last Known Position feature). Eliminate any Extremists who come to investigate, then, after ensuring that no one is watching, free the farmer.

D : From the farmer at **C** , enter the nearby building from a window above ground level, and free the final farmer. The only Extremist in this house is no threat as he permanently looks away.



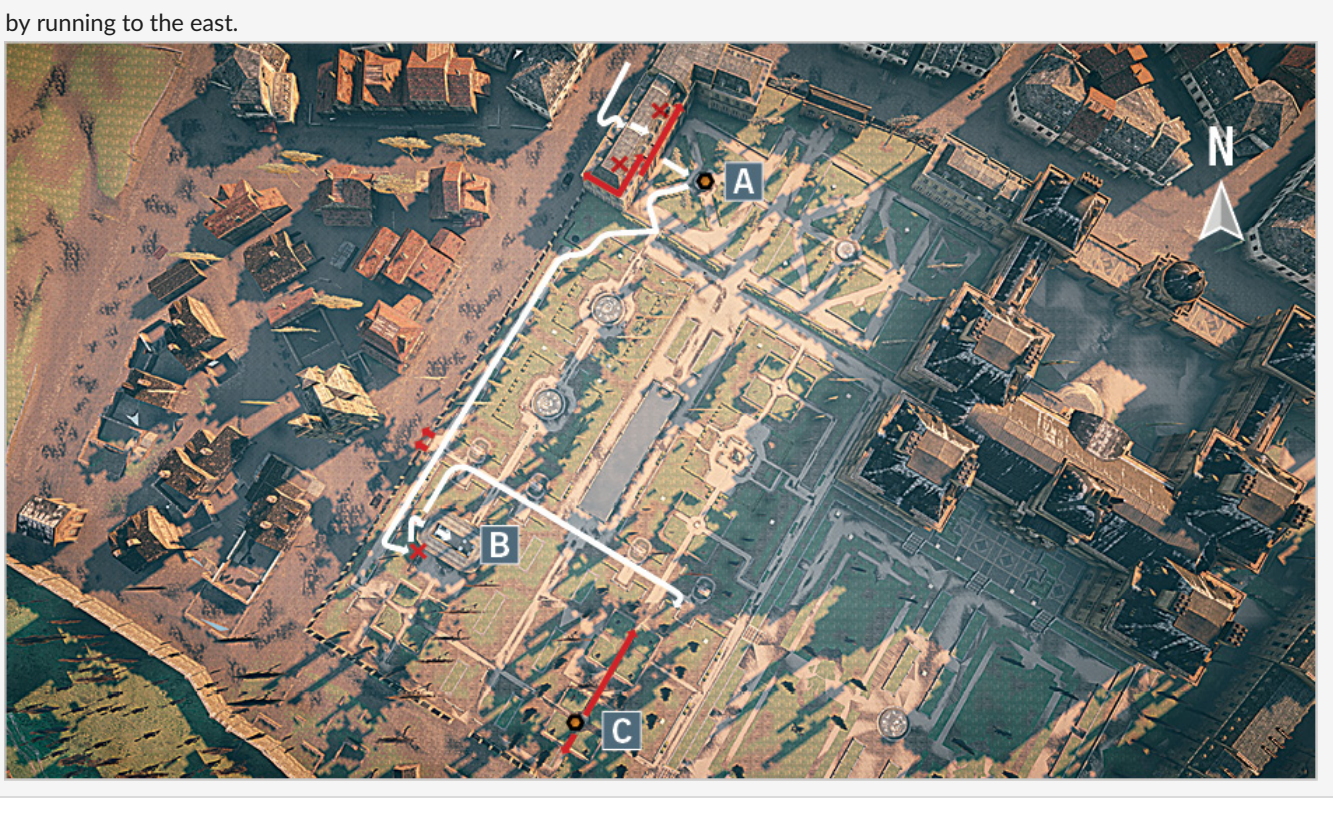
	An Engaging Egyptologist
Unlocked:	Renovate the Quartier Latin Café
Difficulty:	◇◇◇◇◆

Walkthrough: Go speak to Champollion at the waypoint to the southwest. He asks you to steal three duplicates from three Extremists, each in a Restricted Area (📷).

A : Climb on the building's rooftop, and eliminate the two Watchers. From the balustrade, you have a clear shot on the first target. Wait until he reaches the westernmost point of his patrol to take him down. You can now drop down at ground level and, in Stealth Mode, loot his body.

B : Remaining in Stealth Mode at all times, walk to the south along the fence that surrounds the gardens, staying away from the two sentries guarding an entrance. When you reach two giant wooden kegs, approach the Brute next to them and stab him. You can now climb on top of the arbor and air assassinate your target when no one is looking. Loot him, then retrace your steps until you're back next to the two sentries guarding an entrance. Take a right, and go straight until you reach the final Restricted Area.

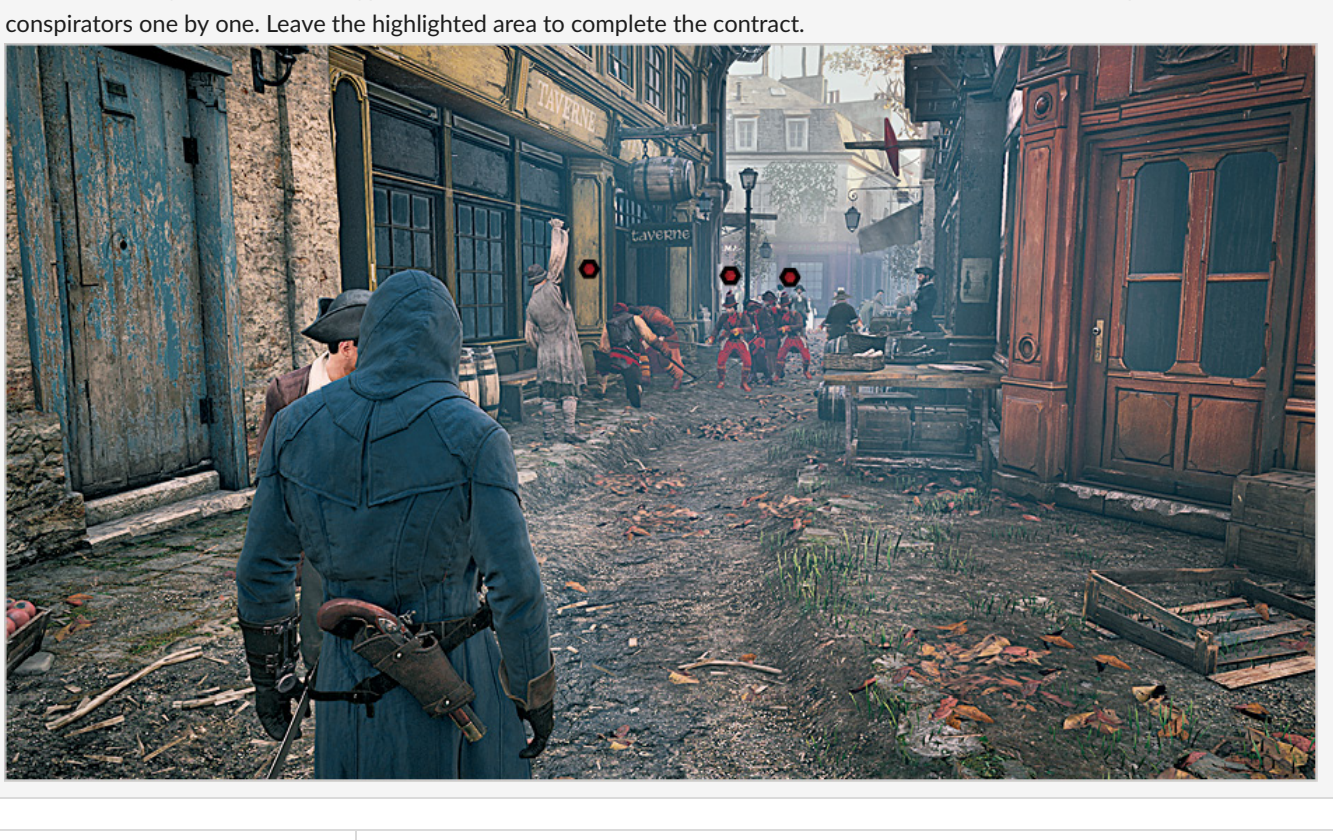
C : Take cover behind a potted plant and wait for an Extremist to appear within range, at the northern end of the Restricted Area. Dispatch him with a Phantom Blade headshot, and any other Extremist in the vicinity will be drawn to the body, including your final target when his patrol takes him here. Snipe all of them. Once the coast is clear, loot the duplicate and leave the area by running to the east.



Quartier Latin

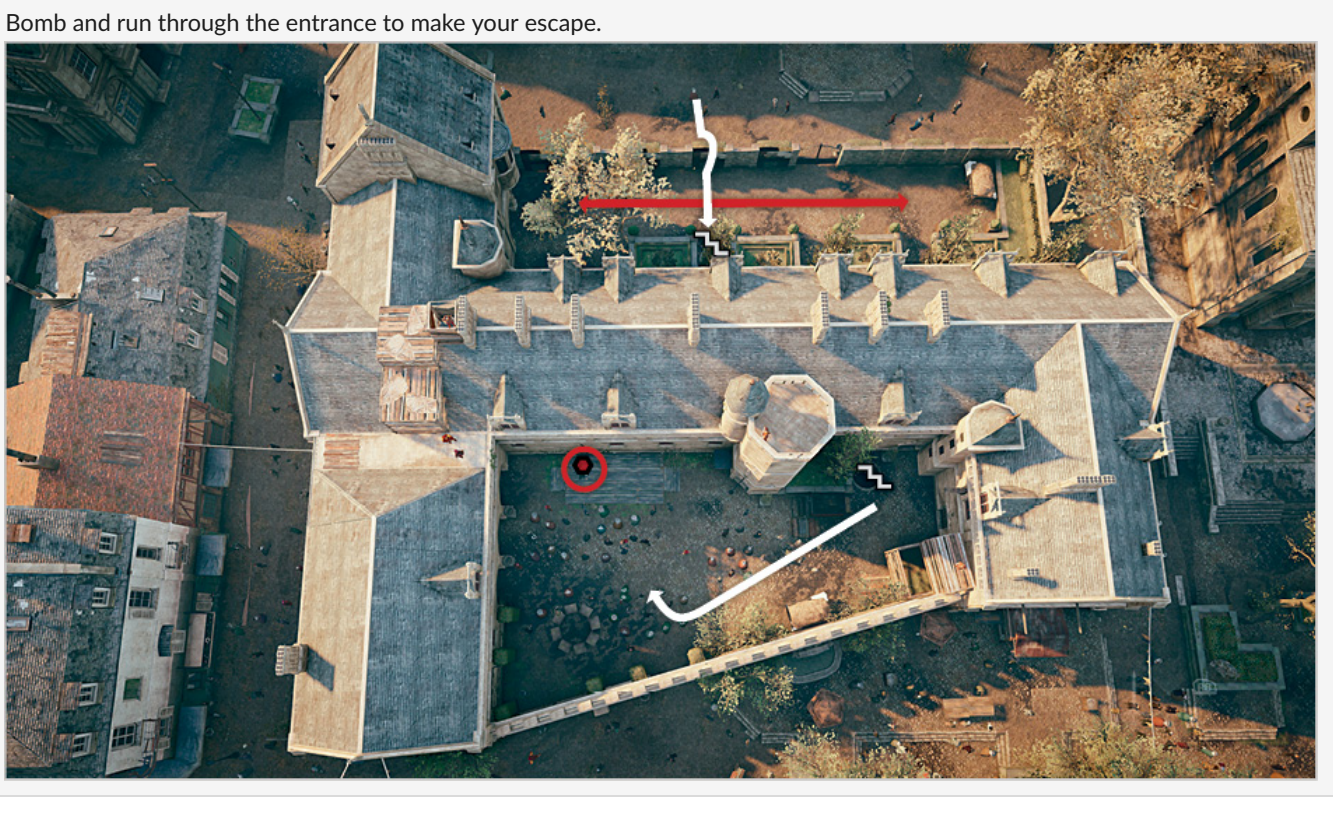
	Café Procope
Unlocked:	Renovate the Quartier Latin Café
Difficulty:	◇◇◇◆◆

Walkthrough: In this mission, you have to kill three conspirators situated in different locations. However, two of them start moving when you approach their position and converge towards the third one. They all meet up in a tavern inside a Restricted Area. This offers you a convenient way to dispatch them all at once: hit the Defender who stands guard outside the tavern with a Berserk Blade. He will attack the other Extremists and draw them out to the street (📷). Try to hit at least another Defender (or any advanced archetype) with a second Berserk Blade to add to the confusion. You can then snipe the conspirators one by one. Leave the highlighted area to complete the contract.



	Roux's Remains
Unlocked:	Renovate the Quartier Latin Café
Difficulty:	◇◇◇◆◆

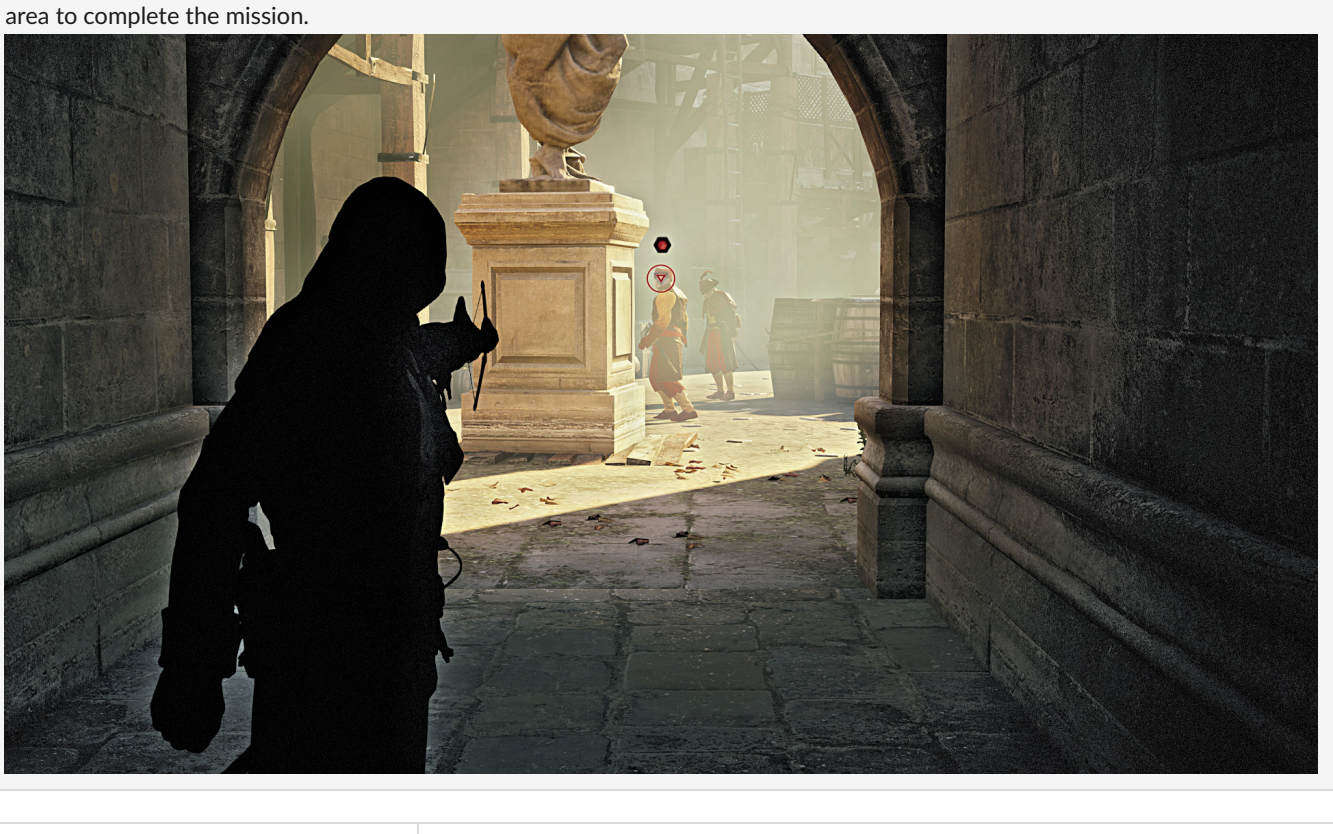
Walkthrough: Your target, Roux's lieutenant, awaits in a heavily guarded Restricted Area to the east. Though there are many possible infiltration routes, the network of Watchers with high detection abilities make rooftop approaches impractical. You should instead opt to drop down the sewer access in the backyard area, to emerge in the main courtyard where your target is found. Blend in with the crowd and move in front of the lieutenant, right by the main entrance (📷). From your concealed position, and after ensuring that there are no Extremists nearby, snipe him with a Phantom Blade headshot. Now drop a Smoke Bomb and run through the entrance to make your escape.



Marais

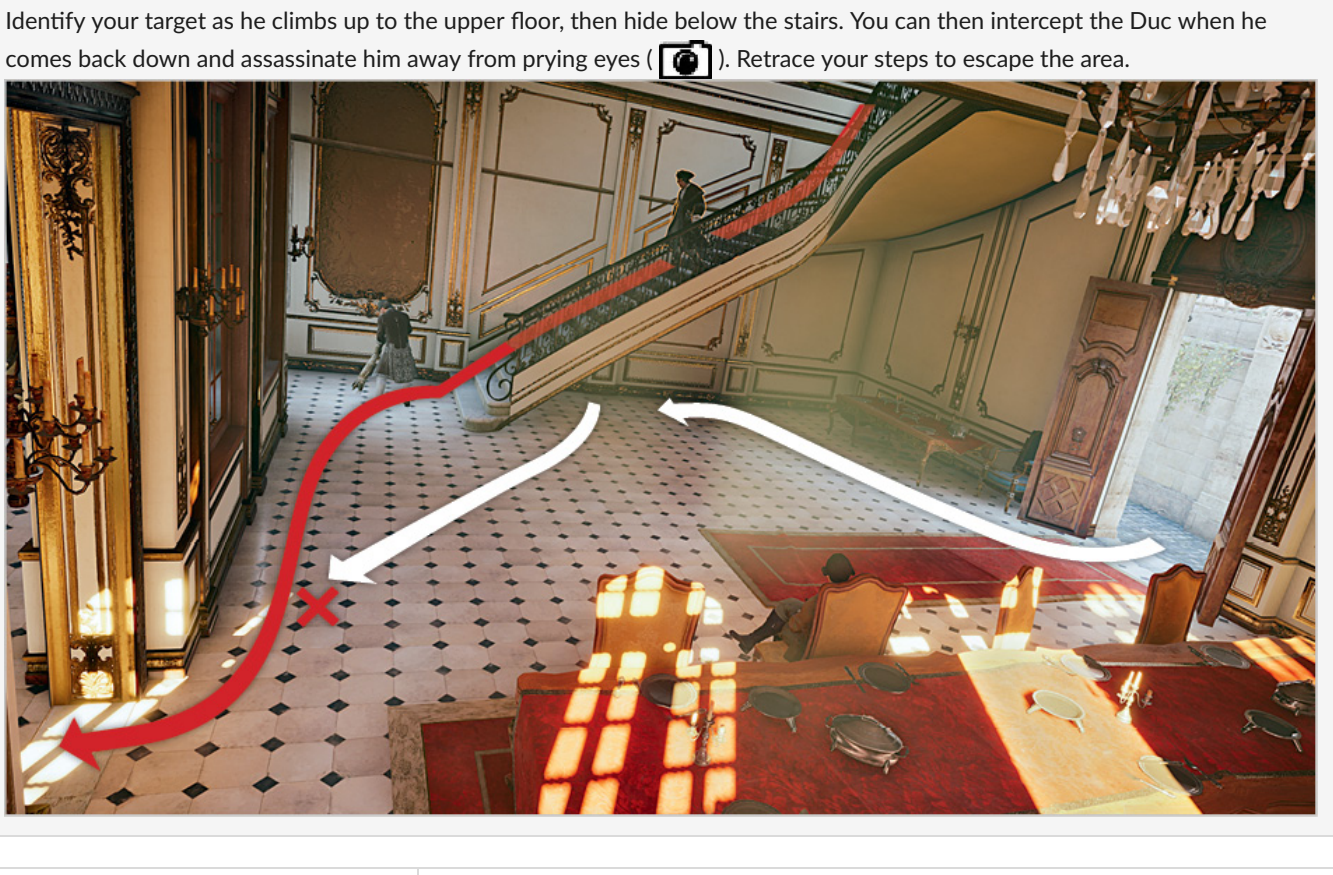
	Artful Dodger
Unlocked:	Renovate the Marais Café
Difficulty:	◇◆◆◆◆

Walkthrough: To find the smuggler leader, head to the waypoint to the south. For a very smooth kill, enter the Hôtel de Sens via the passage to the southwest of the Restricted Area. Stop midway through the passage and aim towards the base of the statue. The smuggler will soon enter your line of sight, ripe for a Phantom Blade headshot (📷). Turn around and leave the area to complete the mission.



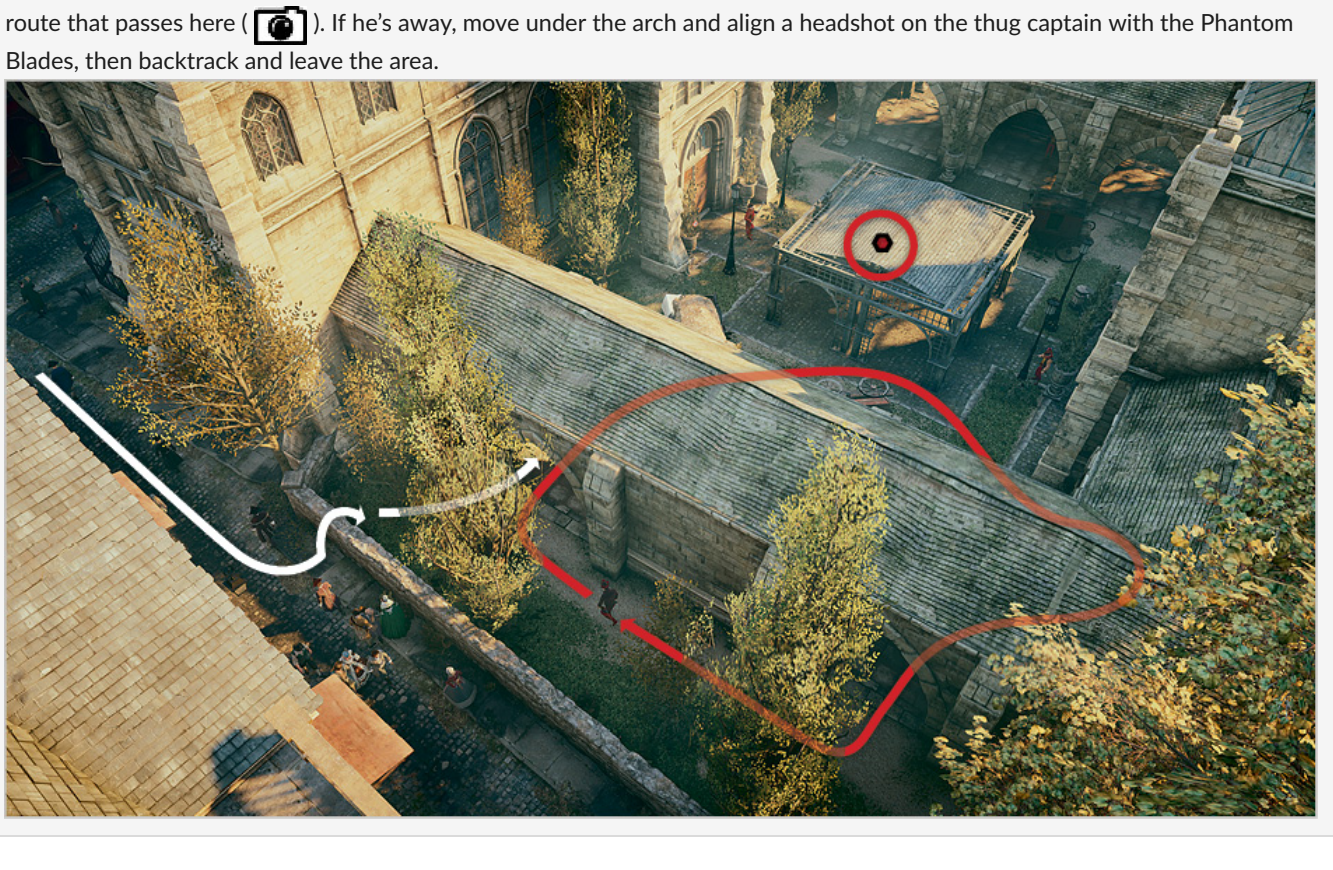
	A Dramatic Exit
Unlocked:	Renovate the Marais Café
Difficulty:	◇◇◇◆◆

Walkthrough: The Duc de Barrois, your target, is hidden in an investigation zone to the south. There are multiple Extremists in the zone, but you can actually eliminate this target without encountering a single one. Enter the mansion via the small alley to the southwest of the Restricted Area. An open (unguarded) door gives you immediate access to the mansion's stairway. Identify your target as he climbs up to the upper floor, then hide below the stairs. You can then intercept the Duc when he comes back down and assassinate him away from prying eyes (📷). Retrace your steps to escape the area.



	Breaking the Habit
Unlocked:	Renovate the Marais Café
Difficulty:	◇◇◇◇◆

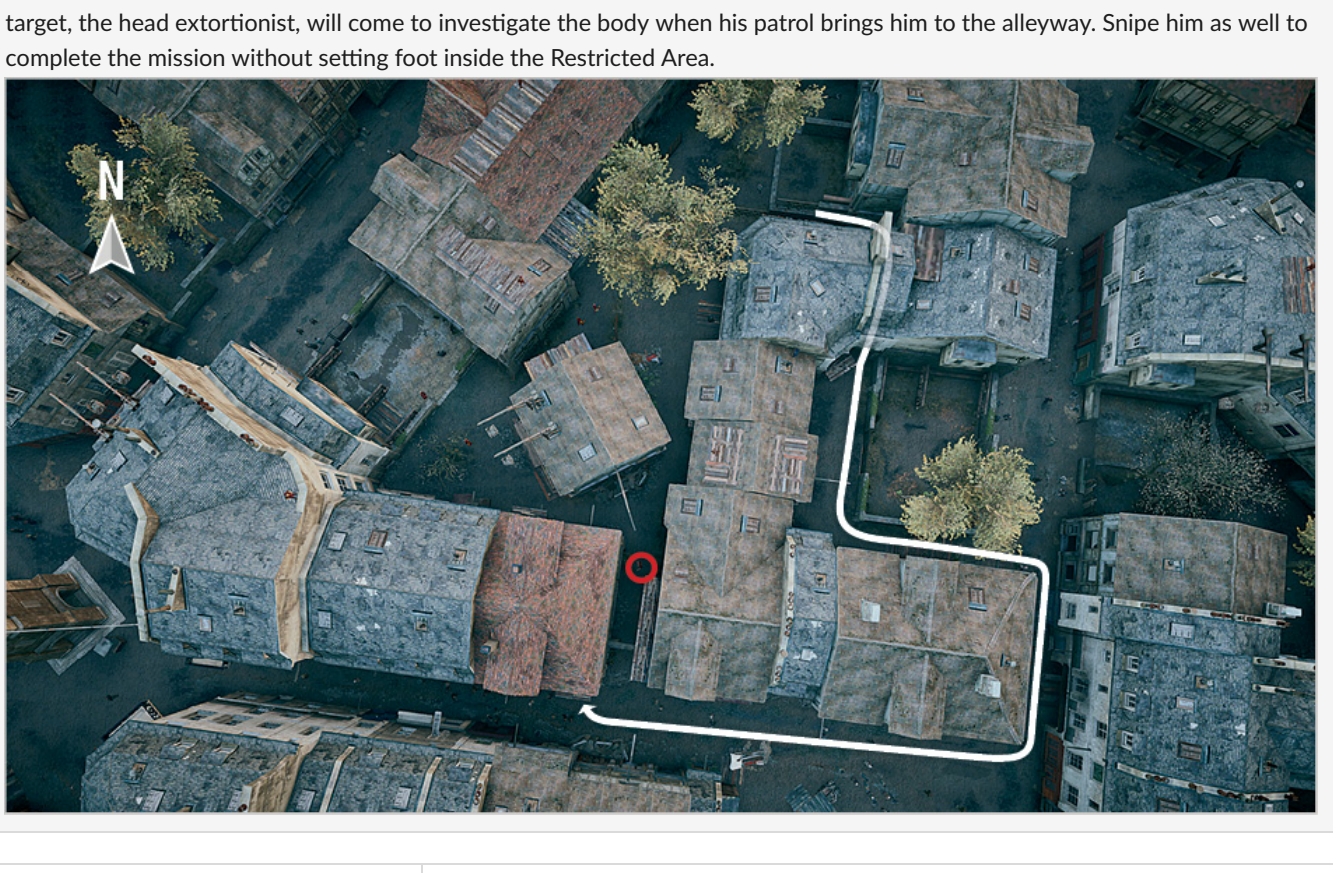
Walkthrough: This mission requires you to kill a thug captain to the north of your starting position. He stands in the middle of a Restricted Area, under an arbor. Approach the zone from its southwest corner, looking out for a Seeker who has a patrol route that passes here (📷). If he's away, move under the arch and align a headshot on the thug captain with the Phantom Blades, then backtrack and leave the area.



Bièvre

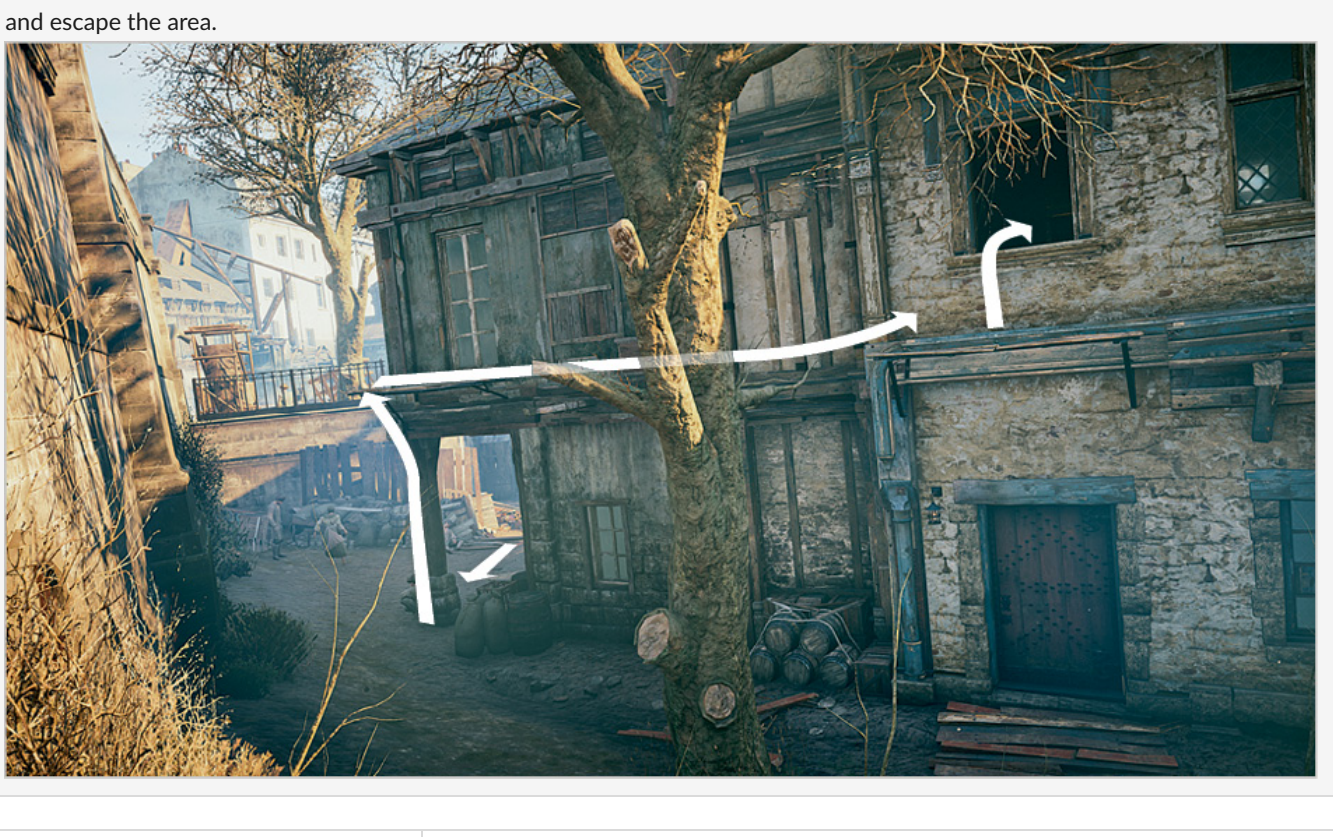
	Extortion Contortion
Unlocked:	Renovate the Bièvre Café
Difficulty:	◇◇◇◇◆

Walkthrough: The beginning of this quest has you speak to various contacts that are easy to find in investigation zones, until you reach a woman who asks you to follow her. She leads you to a Restricted Area that is very well guarded, with a network of Watchers standing on rooftops who make any stealth attempt almost impossible. For a very simple outcome, turn around the moment the woman stops, and follow the path shown on our screenshot (📷). Once you reach the small alleyway guardedby a Watcher, take cover against the corner of the wall, and align a Phantom Bladeheadshot on the sniper. Your main target, the head extortionist, will come to investigate the body when his patrol brings him to the alleyway. Snipe him as well to complete the mission without setting foot inside the Restricted Area.



	Chouan Riddles
Unlocked:	Renovate the Bièvre Café
Difficulty:	◇◇◇◇◆

Walkthrough: The waypoint to the south leads to a house that you need to infiltrate. There are only two ways in: a door at street level where you must pick the lock, and an open window on the upper floor at the back of the house. Given the amount of Extremists on the street, the former option is hardly viable as the lockpicking process takes too long. Use your free running skills instead, and sneak through the window (📷). When you make it inside, Extremists arrive on the ground floor and come upstairs after a few seconds. Slip into the hiding place and stay there until they all leave. You can then examine the glowing letter on the table. You now have to interact with the clock in the fireplace on the ground floor. To do so, you first need to eliminate the Extremists standing guard. Lure them to the stairs with Last Known Position, then run around the stairway and snipe them from behind while they investigate. Once the coast is clear, interact with the clock, then go back upstairs and open the highlighted chest. Activate Eagle Vision and, the moment you notice an opening, run out of the house and escape the area.



	Bara's Funeral
Unlocked:	Renovate the Bièvre Café
Difficulty:	◇◇◇◇◇

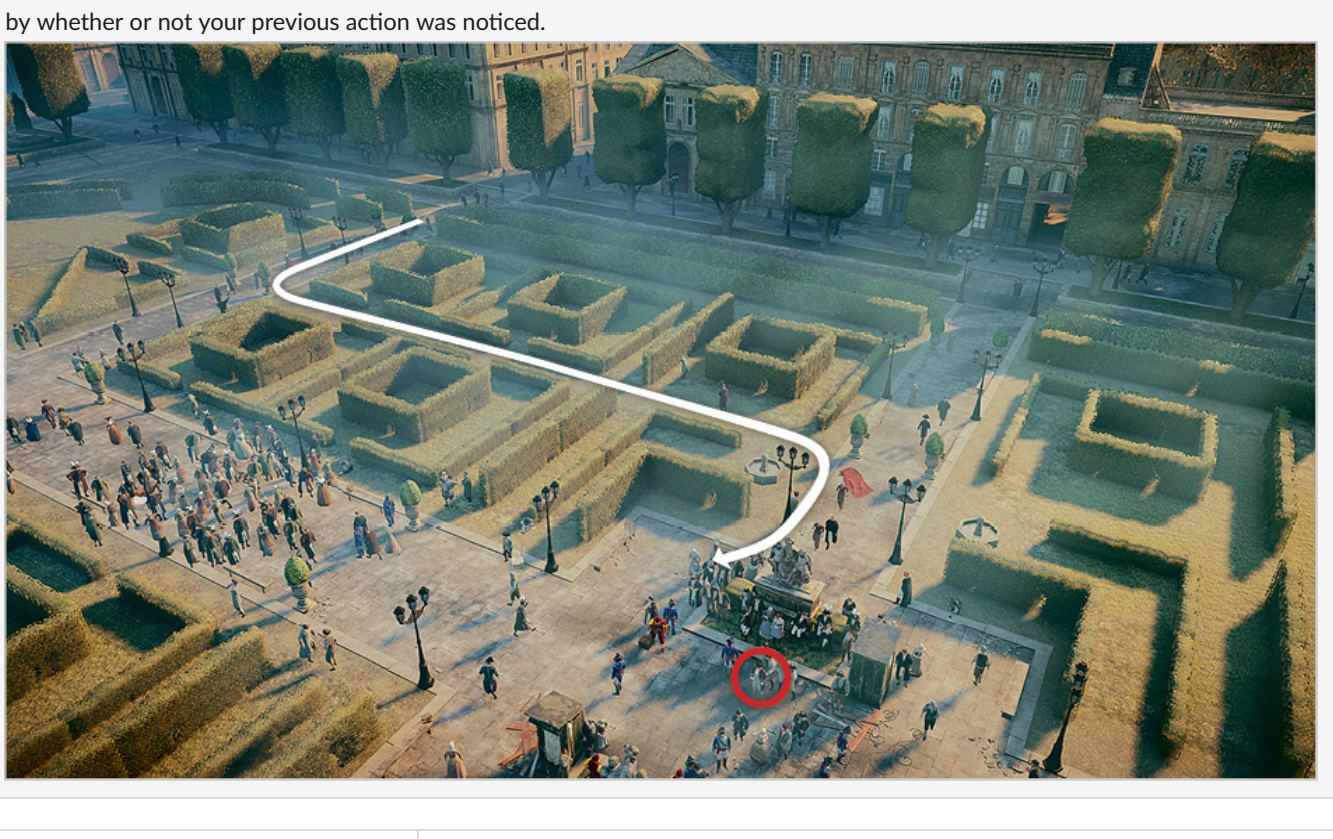
Walkthrough: After speaking to your contact to the west, you have to defend the funeral procession on its way to the Panthéon. The following general tips will help you survive in this combat-oriented mission:

- Try to always dispatch the snipers standing on balconies and rooftops in priority. Otherwise, these will fire at you while you fight in the streets, interrupting your actions and causing severe damage.
- Make the most of the allies that assist you throughout the mission. When enemies are busy fighting them, you can run towards the distracted hostiles from behind and assassinate them with the Hidden Blade, thus avoiding a lengthy battle.
- When you reach the Panthéon, climb on the rooftops to the right of the coffin. This will put you in an ideal position to face the final waves of enemies, enabling you to take down two Watchers and follow up with an air assassination.
- When you get the notification, leave the highlighted area to end the mission.

Louvre

	Retribution for a Rabble-Rouser
Unlocked:	Renovate the Bièvre Café
Difficulty:	◇◇◇◇◆

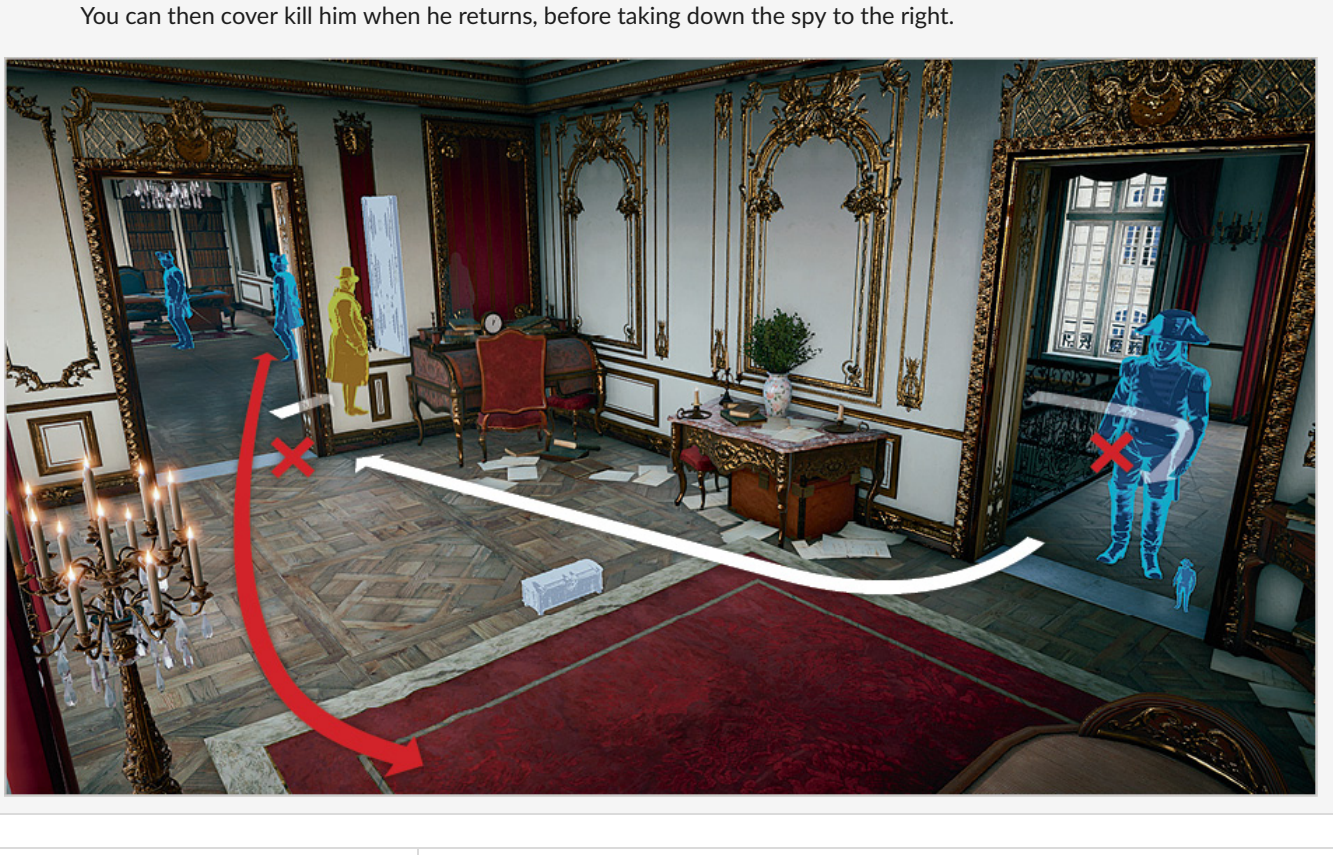
Walkthrough: Your task in this mission is to assassinate Guzman in the Tuileries gardens. The heavy presence of guards means that stealth is more or less mandatory in this mission. Approach Guzman's position via the smaller alleys, where enemy troop density is far lighter (📷). If you have the Disguise skill, you can put it to use to have an uneventful stroll. Your goal is to reach the crowds on either side of the statue, behind Guzman. Once you are suitably Blended, wait for a moment when the red-clad Extremists and the blue-clad guards jostle each other, drawing the attention of all soldiers – this is your cue to take down Guzman with a Phantom Blade headshot. You can now escape the area, with the urgency of your departure determined by whether or not your previous action was noticed.



	The Black Office
Unlocked:	Renovate the Louvre Café
Difficulty:	◇◇◇◇◆

Walkthrough: You have three targets to eliminate in this mission. Only a small portion of the building's interior is a Restricted Area, so there are no limits on your movements and actions everywhere else as long as you do not commit anything reprehensible.

- The woman in the exterior area walks a clockwise patrol around the entire courtyard. Position Arno at the northern edge of the courtyard, Blended in the group of civilians. When the spy walks past you, ensure that no guard is looking your way and stab her quietly before entering the building.
- The second spy is a male who patrols between the entrance hall and the floor above. Wait for him in the hall, then follow him as he walks up the stairs. Assassinate him from behind just as you reach the upper floor, in a position where no one will witness the deed.
- You can now walk to the floor above, killing the single guard on the way. This is a Restricted Area so enemies will now attack you on sight. Once on the top floor, ignore the locked door and quietly walk to the guard whose back is turned to you, by the open door. Track the movements of the patrolling guard in front of him: when the patrolling guard moves away, assassinate the one by the open door. Now follow the patrolling guard and take cover by the next door (📷). You can then cover kill him when he returns, before taking down the spy to the right.



	Betrayer of the Queen
Unlocked:	Renovate the Louvre Café
Difficulty:	◇◇◇◇◇

Walkthrough: Gilbert, your target for this contract, awaits in an investigation zone to the northwest, patrolling on a very crowded plaza. Though it might seem tempting to use the Phantom Blades, it will often alert the numerous Extremists in the area. Instead, remain Blended at all times, staying close to your target. When he reaches a position where there are no Extremists in the immediate vicinity, quietly stab him with the Hidden Blade. You can then calmly walk away and leave the highlighted area.

Invalides

	Spiked Bourbon
Unlocked:	Renovate the Invalides Café
Difficulty:	◇◇◇◇◇

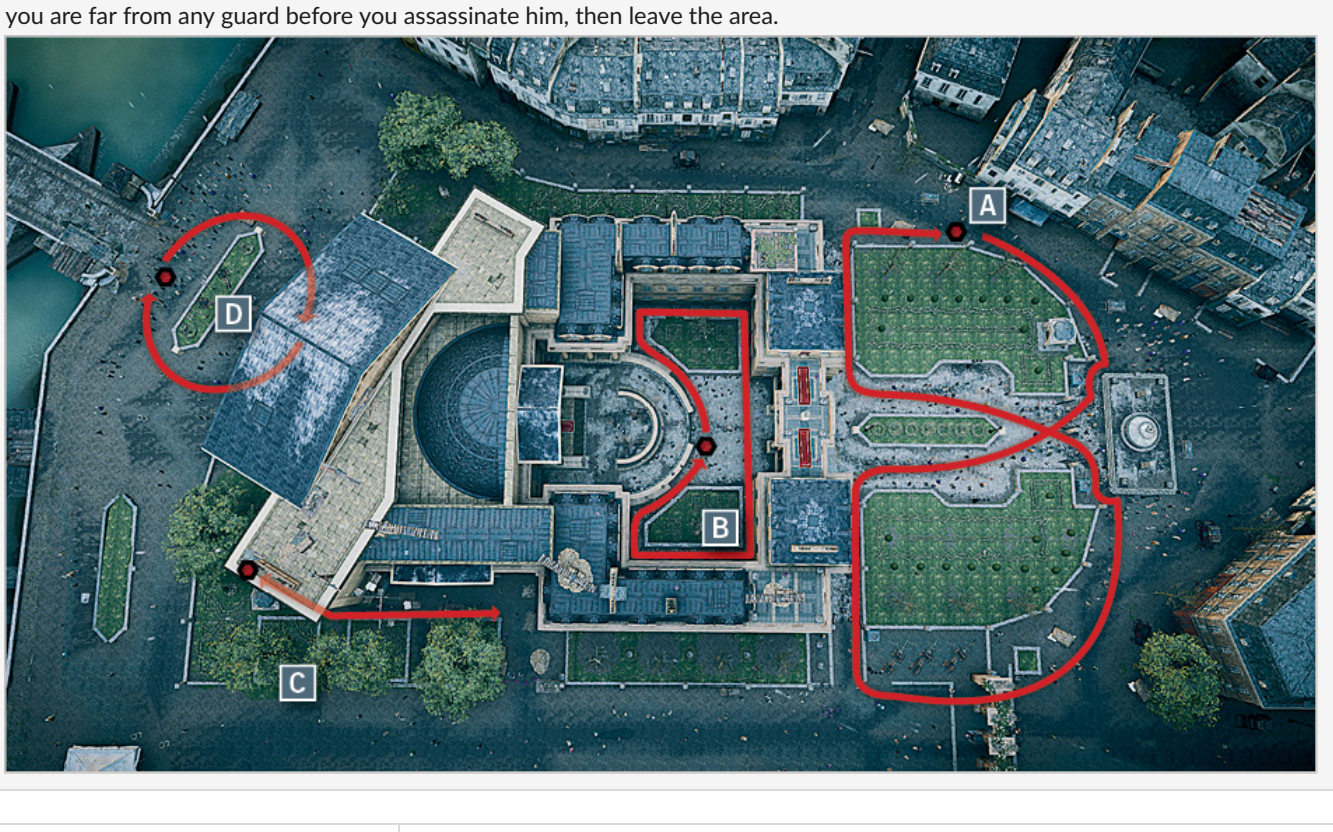
Walkthrough: Your four Templar targets are hidden in and around a Restricted Area to the north (📷). The surrounding environs are policed by blue-clad guards who will only take exception to Arno if he is seen to perform actions that they might find disagreeable (they're quite particular about murder, for example), or sets foot inside the Restricted Area.

A : This Templar walks a long patrol in the gardens, outside the Restricted Area. Identify him with Eagle Vision, then follow him at close range. When an opportunity presents itself, with no guards in sight, quietly stab him with the Hidden Blade.

B : This is the only Templar who roams inside the Restricted Area. With all rooftops guarded by multiple Watchers, the best method to approach him is to lure away the soldiers at the front entrance with a Cherry Bomb. As they leave their posts to investigate, go through the front entrance, making sure that no guards inside can spot you. To be totally safe, you could also activate the Disguise skill beforehand (if you have unlocked it). Once in the courtyard, remain Blended among the crowd at all times and identify the Templar. The ideal moment to strike is when he walks along either lateral wall of the courtyard, away from prying eyes. Use the Hidden Blade to be discrete, then move away from the body. With any luck, the corpse will draw the attention of most guards in the courtyard, even those at the front entrance, giving you the perfect opportunity to leave the area.

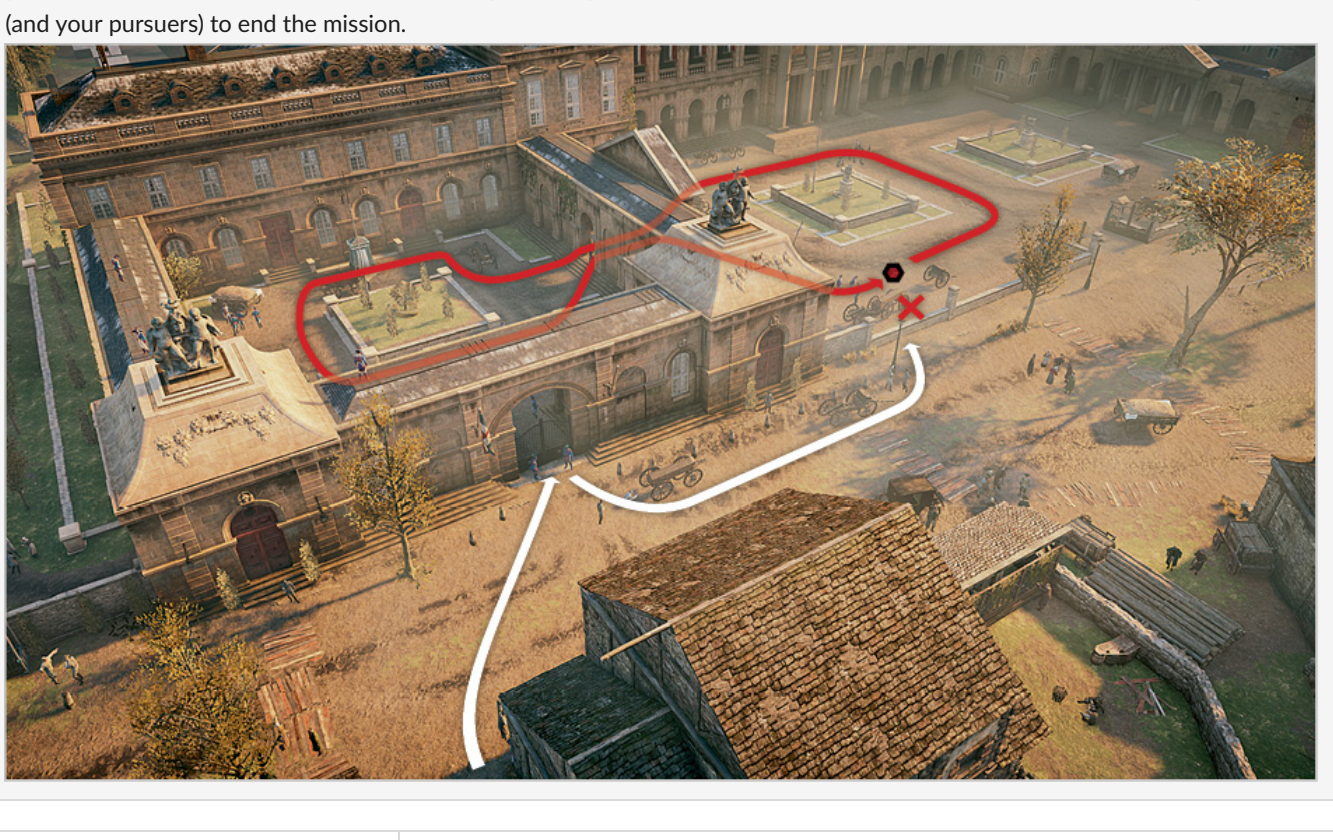
C : Walk along the fence, outside of the Restricted Area, using Eagle Vision to locate this Templar. Briefly climb on the fence if you struggle to identify him. You can then take him down with a Phantom Blade headshot fired through the fence. Try to do so with no guard in the perimeter or they will attack you. If they do, dive into the nearby Seine river to vanish.

D : This final Templar walks in circles around the landmark's main entrance, outside the Restricted Area. Follow him until you are far from any guard before you assassinate him, then leave the area.



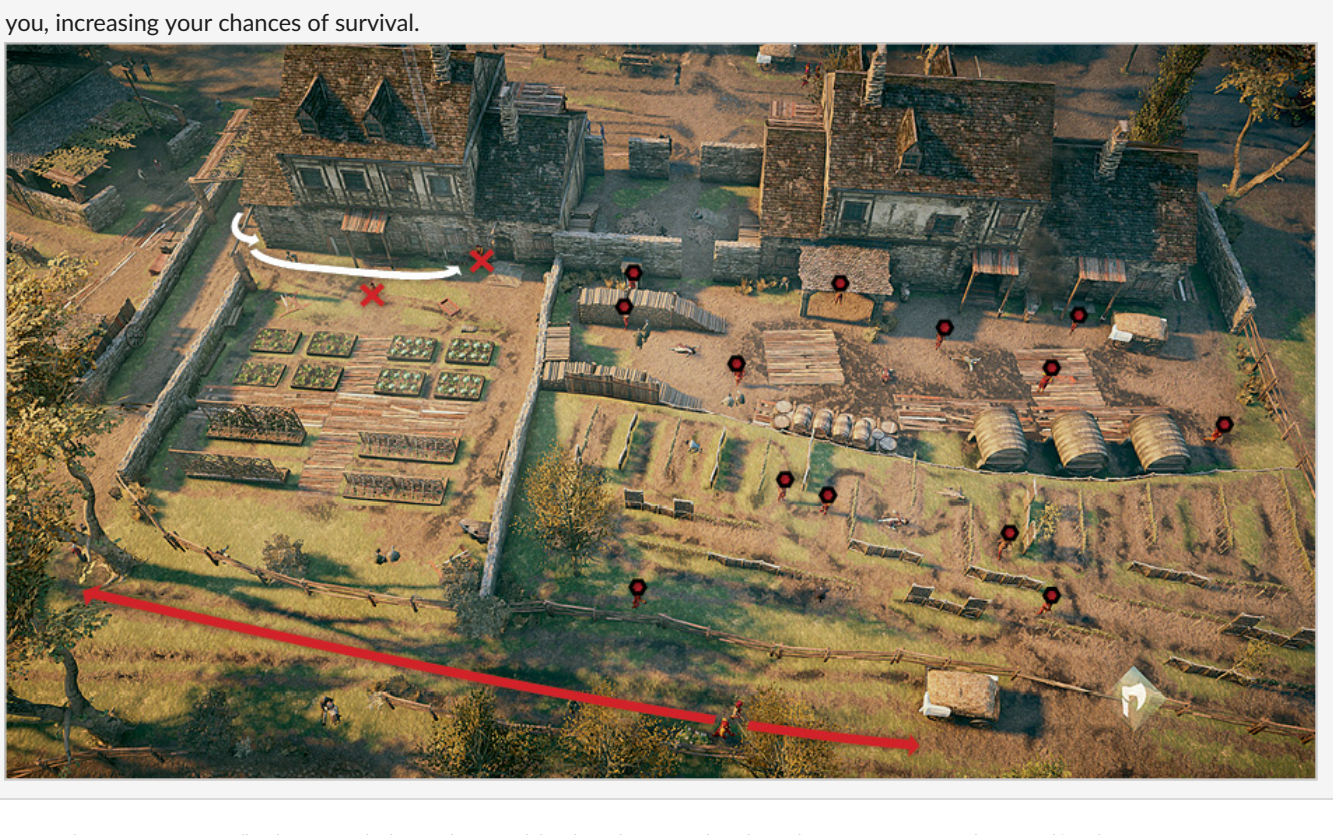
	Special Delivery
Unlocked:	Renovate the Invalides Café
Difficulty:	◇◇◇◇◇

Walkthrough: Head to the investigation zone to the southwest, where you have to steal a package from a man found in a Restricted Area. After a short while, he starts walking on a dirt path. Wait until he reaches a narrow section of the dirt path, surrounded by a stone wall and a wooden fence, to pickpocket the packet from him. You can then make the delivery yourself, which reveals an investigation zone in the nearby Restricted Area, and your target who walks a patrol route inside: Colonel L'Au. Immediately run a few steps further to the northeast and you can spot the man on the other side of the fence (📷). Take him down with a Phantom Blade headshot through the fence for a quick conclusion. If you let the Colonel move away, you will have to wait for him to walk his entire patrol loop before he comes back, which takes a minute or two. Escape the area (and your pursuers) to end the mission.



	Smoky Yet Robust
Unlocked:	Renovate the Invalides Café
Difficulty:	◇◇◇◇◇

Walkthrough: Your goal in this quest is to eliminate 13 targets packed in a relatively small Restricted Area, which makes it one of the most difficult combat-oriented missions in the entire game. Pack up as many consumables as you can, particularly Poison Gas Bombs, Berserk Blades and Phantom Blades. In addition, make sure you select Assassin Cache as your active skill. As a direct confrontation is not a realistic option here, you have to be cunning. Our preferred strategy is to approach the vineyard from the northwest. From the corner of the house, snipe the two Extremists in the vegetable garden with Phantom Blade headshots. Ensure that the nearby Watcher in the vineyard isn't looking your way, then climb on top of the chest, against the wall (📷). This gives you a line of sight above the wall that surrounds the vineyard. Some of your targets might get a glimpse of Arno too, but this is not a problem as long as you are swift: from the moment you stand on the chest, your goal is to immediately hit a Defender in the vineyard with a single Berserk Blade. He will draw the attention of most Extremists around him, with his stamina enabling him to survive for a reasonably long time. With no one looking your way, you can now climb on top of the wall that surrounds the vineyard and throw a Poison Gas Bomb on the group of Extremists. Try to hit at least another strong archetype (preferably a Defender, otherwise a Brute) with a Berserk Blade and poison them all again. You can then switch to the Phantom Blades, and snipe as many targets as you can – pressing ✚ regularly to top up your ammo. Once your killing spree is over, cautiously move further into the vineyard and eliminate any survivors with the Phantom Blades. Note that there's also a shop on the main street nearby to refill your ammo. If things go awry, consider retreating to that same main street, where you may encounter a few potential allies and blue-clad guards. These will attack any Extremists pursuing you, increasing your chances of survival.



Side Quests

Companion Missions

Companion Missions are very short assignments that you can unlock by playing the Assassin’s Creed Unity Companion App. They are effectively very similar to crowd events and require you to complete a basic task, from killing a target to stealing an item. Simply follow the waypoint and complete the required actions.

Companion Missions

Name	Mission Type
For Want of a Nail	Assassinate
Guns of Notre-Dame	Assassinate
Escape from Ile de la Cité	Assassinate
Crime Spree	Assassinate
Women’s Lib… Literally	Assassinate
Sweet Music	Assassinate
Messages from the Past	Assassinate
In From the Cold	Assassinate
Assassin Justice	Steal
The Schoolmaster	Assassinate
Gunpowder Plot	Steal
Guilty Until Proven Innocent	Assassinate
The Doctor Is In	Defend
Dead Drop	Steal
You’ll Pay For This	Defend
The Archive	Defend
Out of Towners	Assassinate
Nefarious Purposes	Steal
The Archive II	Defend
Out of Towners II	Steal
Nefarious Purposes II	Assassinate
Without Troubling His Soul	Defend
Grave Robbery	Defend
Fall Down Dead	Steal

Side Quests

Crowd Events

Crowd Events are minor ambient events that can happen anywhere, at any time, and are completely optional: there are no consequences for ignoring them completely.

The primary types of Crowd Events you will encounter are:

- Killing one or two targets (which sometimes requires that you chase the individual in question).

- Stopping a criminal, which can mean tackling a runaway, or intimidating bullies. In the latter instance, drawing your sword (hold □ / ⓧ) or dropping a Cherry Bomb will usually suffice.

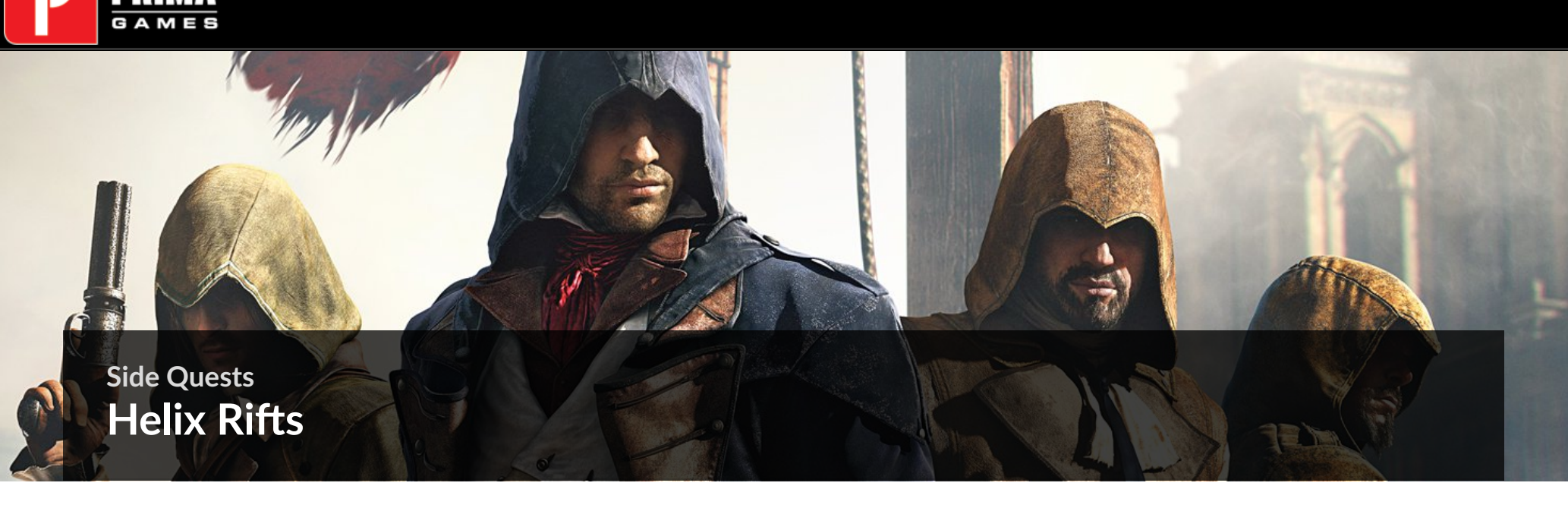
- Assisting civilians or protecting them from harassers. Note that you can give money to beggars by using the Throw Money tool.

Fulfilling these tasks will grant rewards when you complete certain sets, in other words every time you reach specific milestones in the amount of crowd events you have fulfilled.

Crowd Event Sets

Events Completed	Set Reward (₣)
5	500
15	Tailored Prowler Hood
30	2,500 ₣
50	Improved Phantom Bracer
75	10,000 ₣
105	Master Phantom Bracer
140	25,000 ₣

Whenever you choose to intervene during a crowd event, be mindful of your environment. If there are guards or Extremists in the vicinity, they may attack you – so think twice before springing into action. This is especially true when you are in the middle of a complicated mission, where actively courting the attention of others is rarely in your best interests.



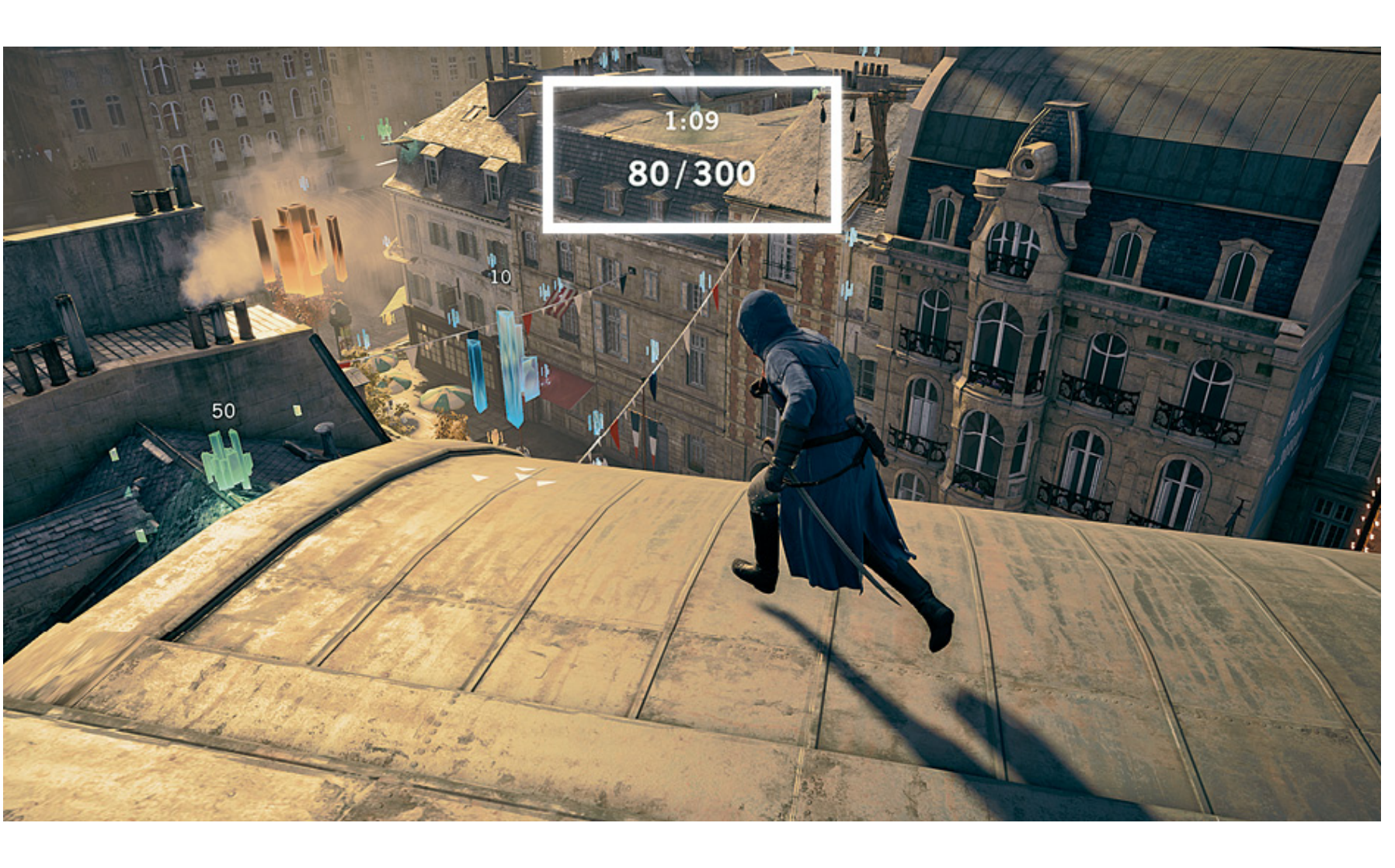
Side Quests

Helix Rifts

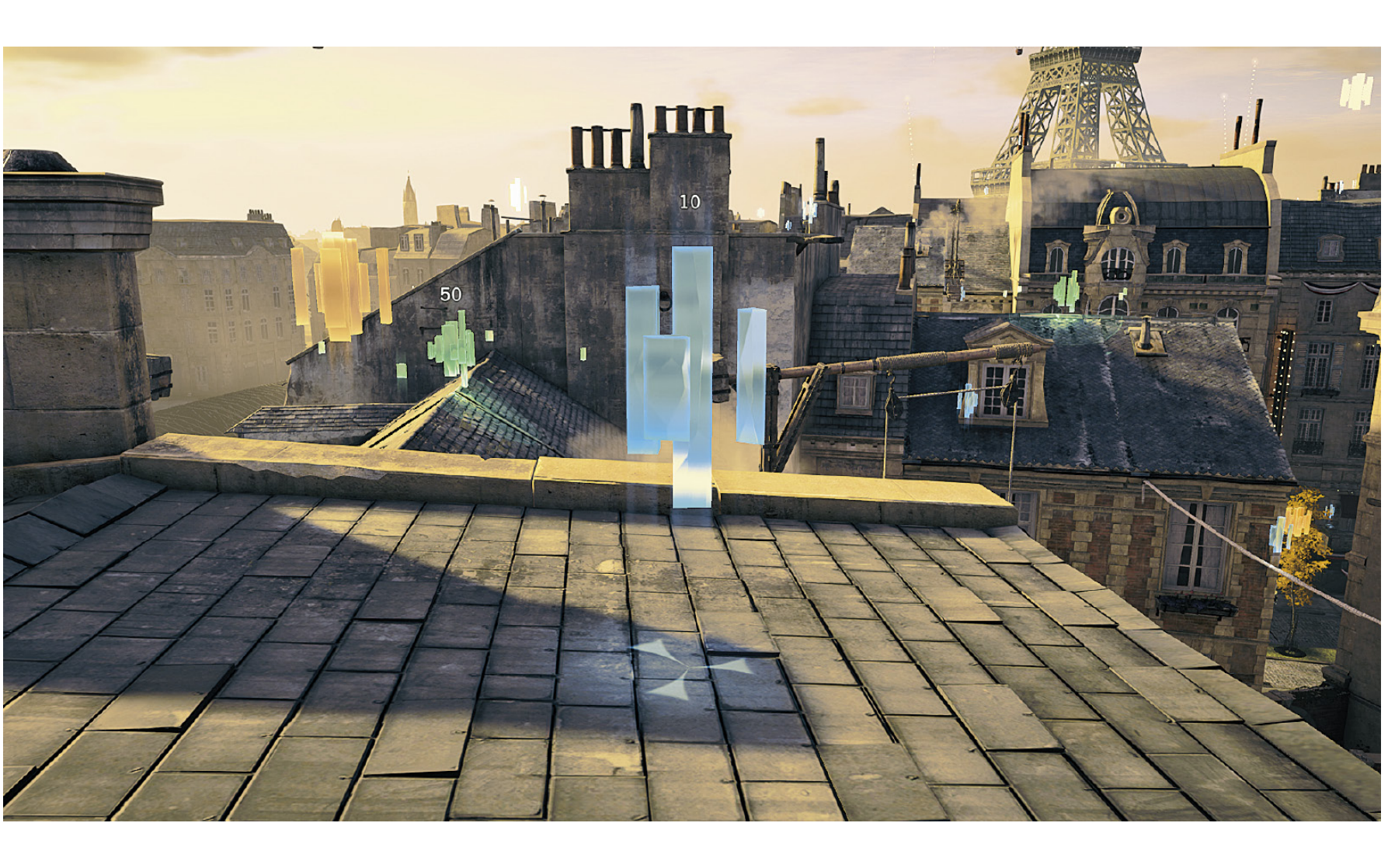
Once you have completed each of the three Server Bridge main story missions (at the end of Sequences 03, 07 and 11), you can return to these time anomalies to fulfill tasks for the modern-day Brotherhood. Your goal is to collect as much data as you can and save friendly Assassin operatives who have been trapped in these simulations – all within a limited time. Once time runs short, you have to reach the exit before its walls close in on you and the simulation collapses, with the whole process usually leaving you with precious few seconds to rush towards the exit portal.

The amount of time you have left and your current score appear in the center of your screen (📷). Your primary goal is to ensure you reach the mission's initial target score. When you do so, this immediately reveals the position of the trapped Assassin, who you can then save to unlock Assassin Intel and receive a score bonus. Reaching this first milestone also unlocks a second score target, which requires you to collect even more data.

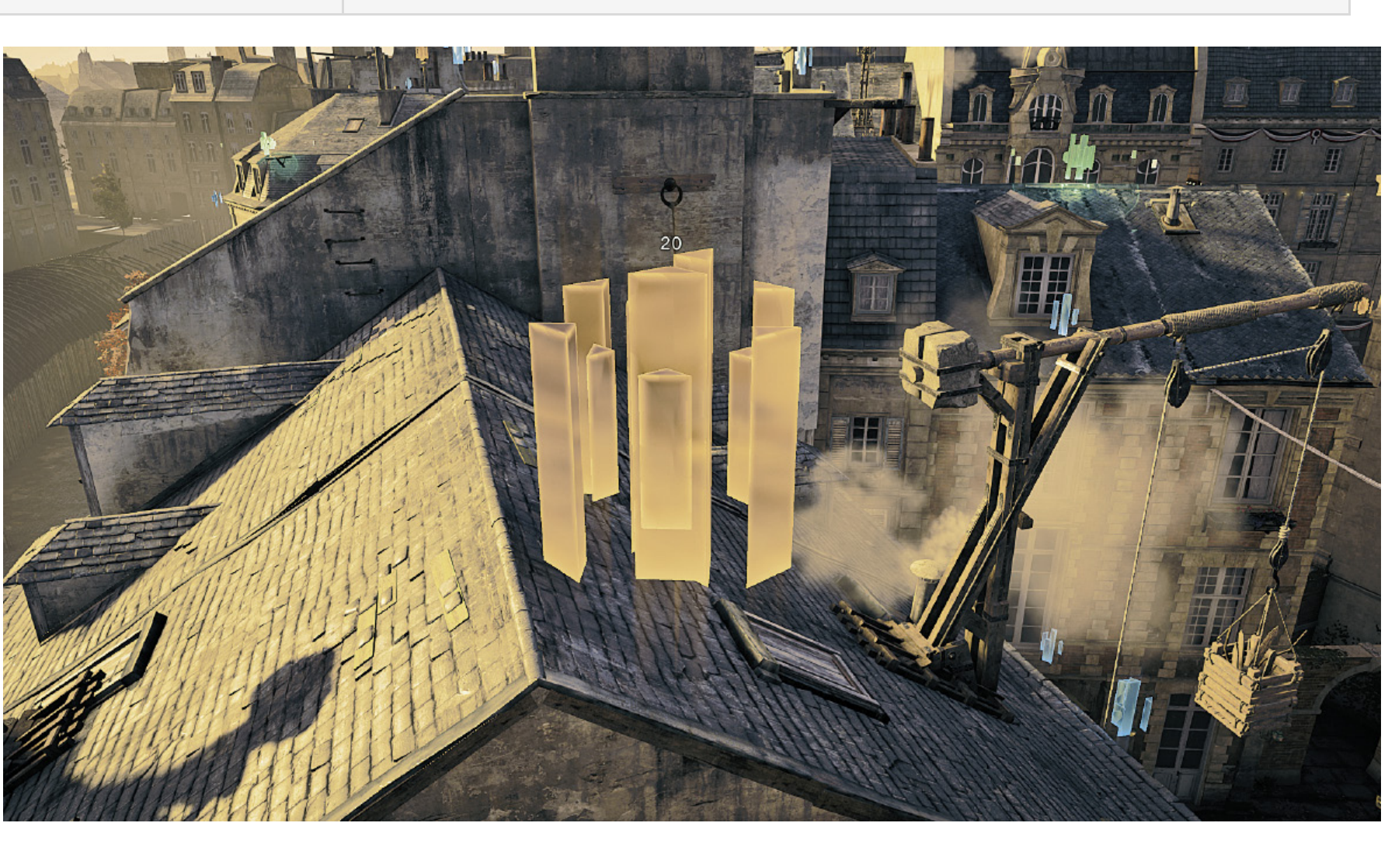
The real challenge in Rifts is maintaining a consistently high standard of fluid movement and smart navigation. To collect as much data as possible, you need to be very efficient in terms of free running skills and route planning. You should always try to minimize the time spent in between two data collection points, and make sure you constantly aim for groups of collectibles rather than isolated ones. Collectibles have different score values, so focusing on those with the greatest point rewards is also a priority.



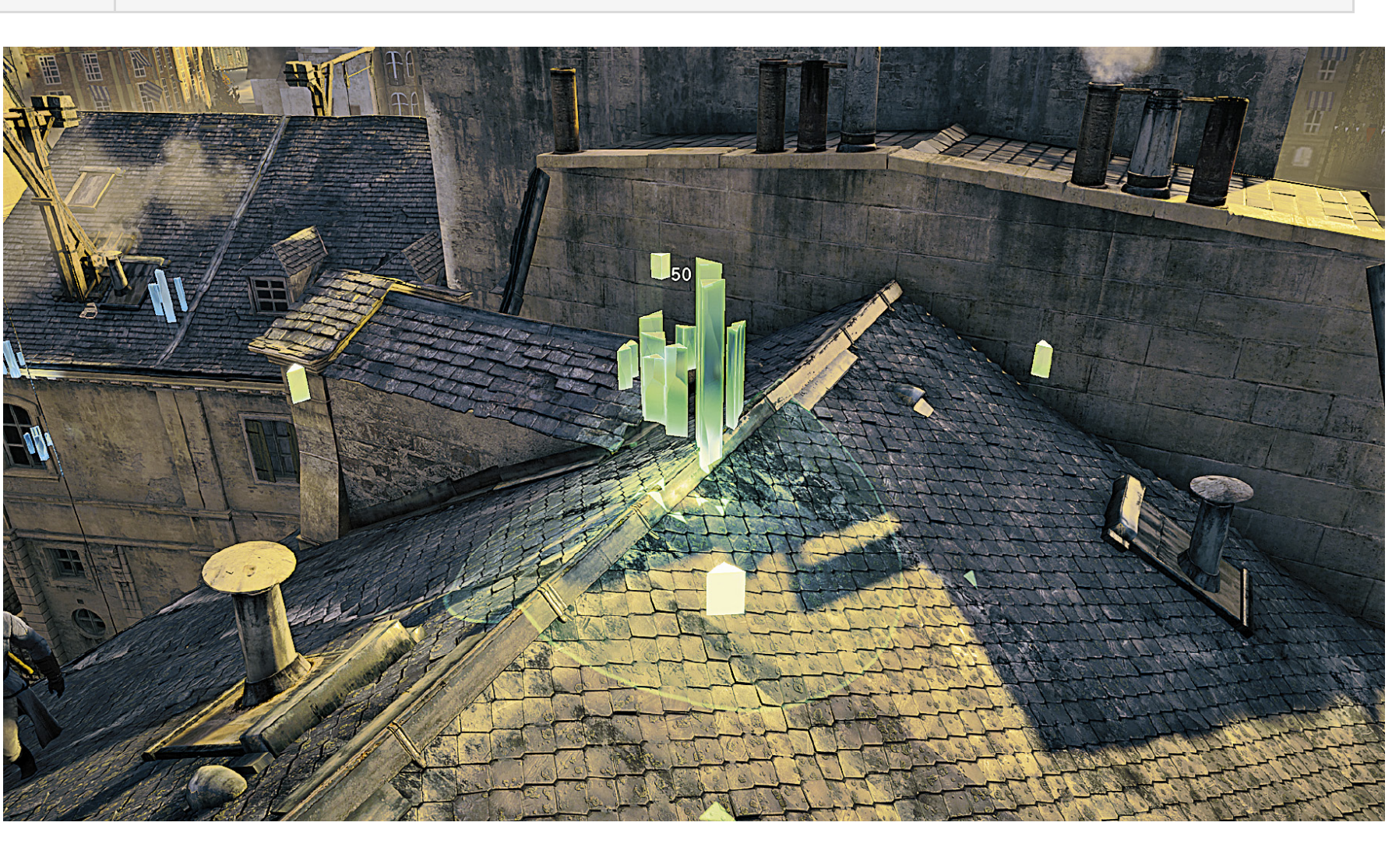
Data Collectibles



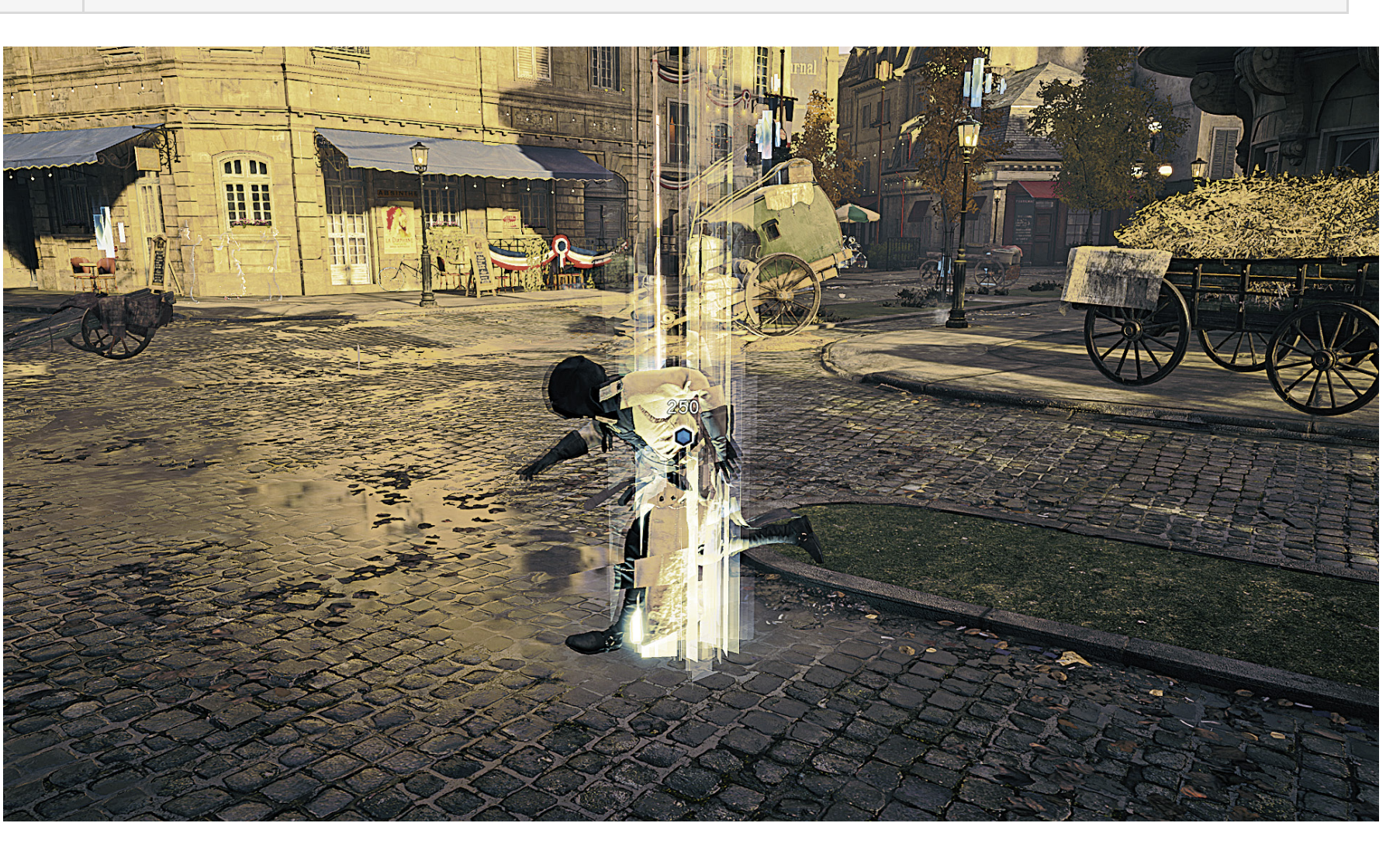
Score Value:	10
Notes:	Run over this collectible to obtain it.



Score Value:	20
Notes:	Run over this collectible to obtain it. It can sometimes be found in a mobile variant that moves along a loop.

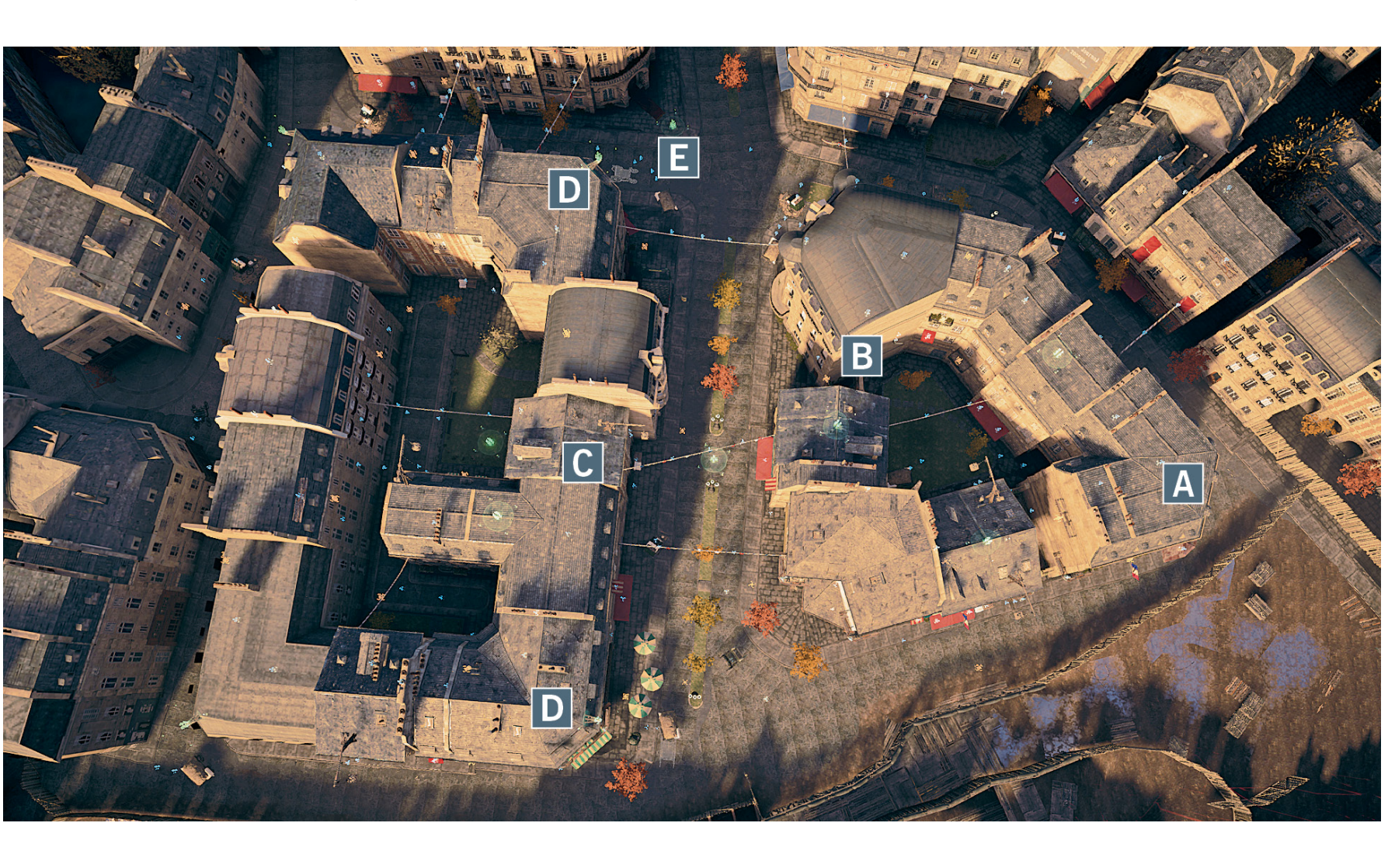


Score Value:	50
Notes:	To obtain this encrypted data collectible, you have to stand over it for a few seconds until the meter that appears onscreen is depleted.



Score Value:	250 –1,000
Notes:	Head to the trapped Assassin and press r/s to free him.

Belle Époque – Training



A From your starting point here, follow the linear path on the rooftops to retrieve multiple collectibles in very little time. You will encounter a first instance of encrypted data on the way: briefly pause within the green circle until the meter is fully depleted to receive 50 points.

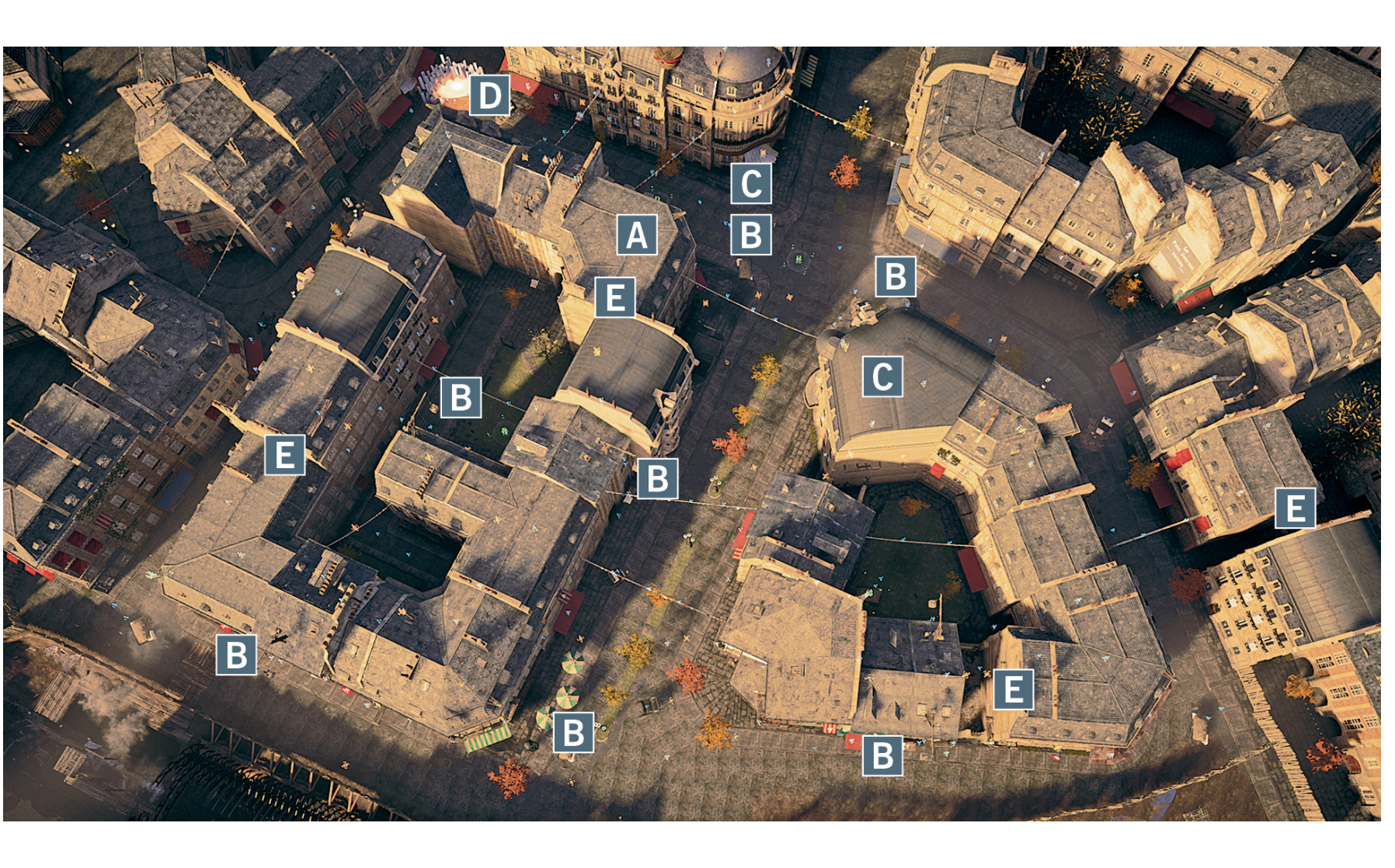
B When you reach the large rooftop at the end of the row, turn left here to collect another encrypted data collectible (as well as a 20-point one on the way). You can then turn right to cross the street via the hanging rope.

C Pick up all the collectibles on the way until you reach the encrypted data at this position. If you have diligently retrieved all collectibles so far, you should have almost enough data to reveal the trapped Assassin.

D Make a large sweep on the rooftops to increase your score, then perform a Leap of Faith at either position here to reach street level while obtaining more collectibles. Keep prioritizing valuable collectibles and groups of low-value ones.

E When the timer starts running out, head towards this position to both free the trapped Assassin and make your exit through the portal.

Belle Époque – Data Harvest



A This Belle Époque mission begins on this rooftop. It makes sense to scour all the rooftops for collectibles first, then quickly drop to street level with a Leap of Faith. Your knowledge of the map from the previous two missions should make this a relatively easy task.

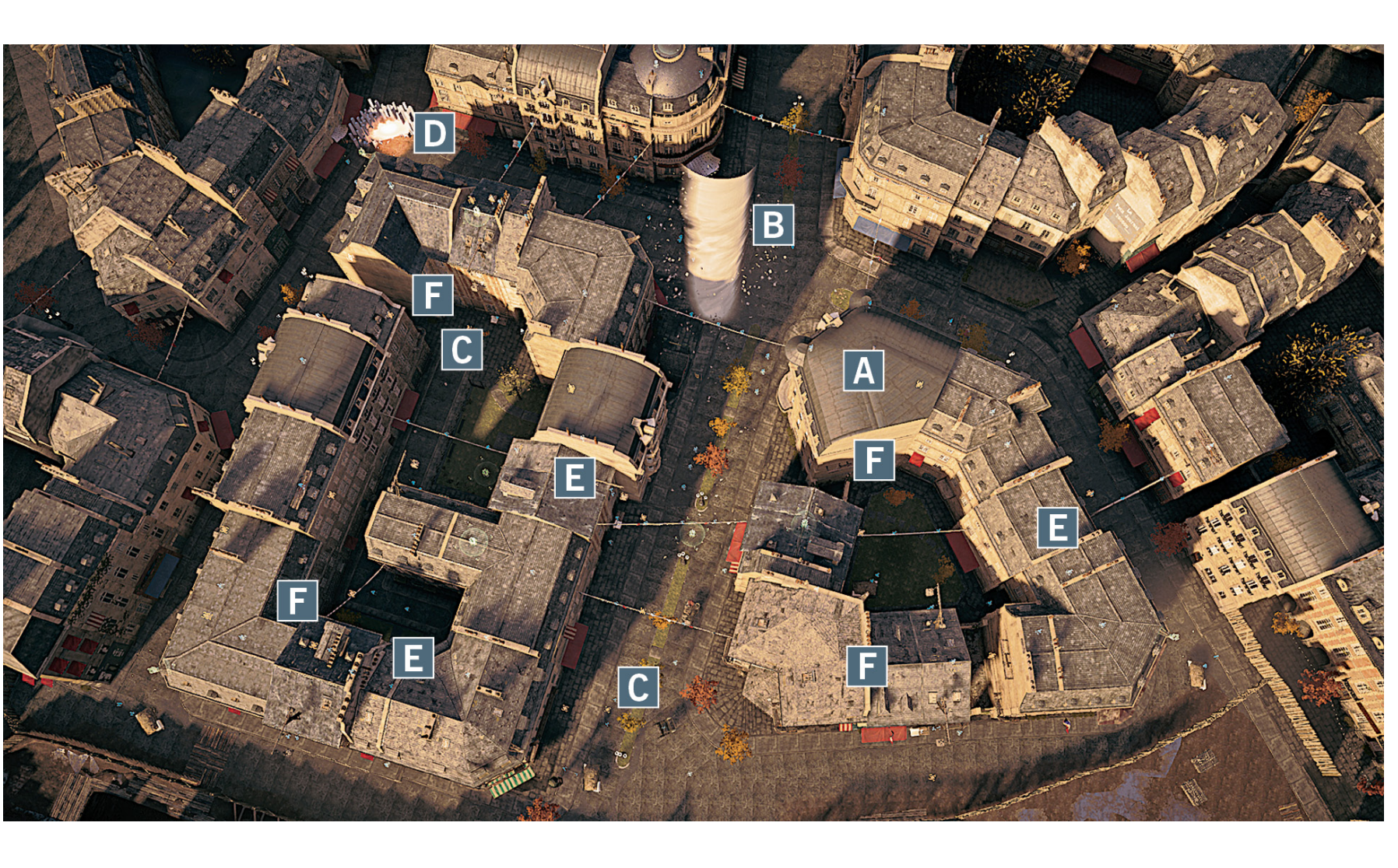
B As in the previous mission, you will find guards at the positions shown on our map. Again, feel free to ignore them. If you free run at all times, you will be gone by the time they become suspicious about you. If you approach one from behind, however, a swift and silent assassination will bring a welcome +20 score bonus.

C Once you have revealed the Assassin, you need to ascertain his position: he is most commonly found either by the Metro's entrance, or on the opposite rooftop, though there are other possible spots.

D The exit portal is located in the same position as the previous mission. As before, it makes sense to leave the exploration of the area surrounding it to the very end, when the timer is running out. This way, you can pick up many of the collectibles as you rush to safety.

E The Artifacts unlocked through the Companion App and Assassin's Creed Initiates appear in these positions.

Belle Époque – Tornado



A Your starting position means that you can broadly follow the same route as in the opening mission if you're already familiar with it for more navigational efficiency.

B The main difference from the previous missions is that a tornado randomly runs through the map. If you come into contact with it, you sustain damage and lose precious seconds as Arno is knocked down. Try to plan your movements ahead to always avoid the sections of the map where the tornado is wreaking havoc.

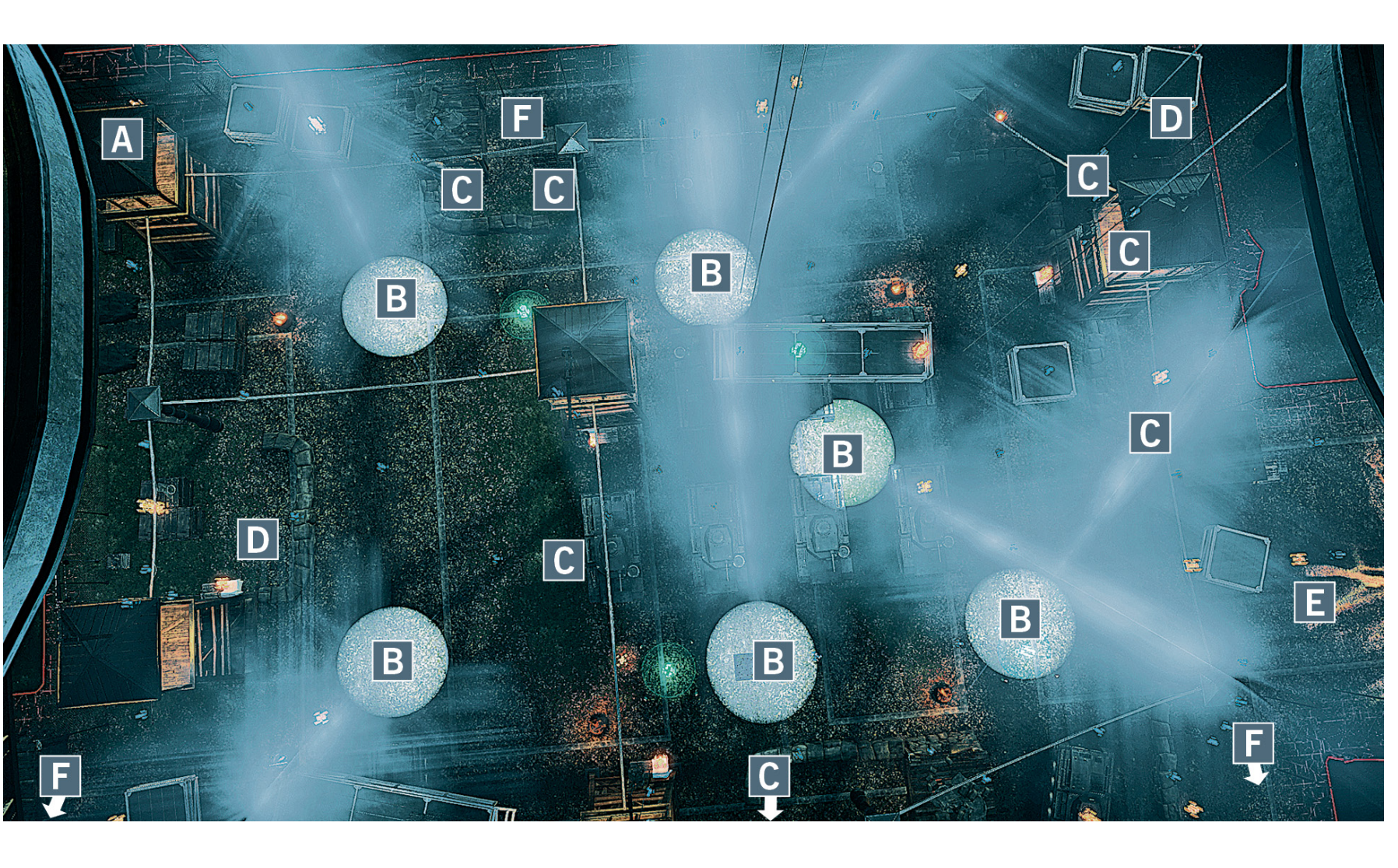
C The location of the trapped Assassin is randomized, but he is most commonly found at one of the two positions shown here.

D In this version of the map, the exit portal is located here. To hit two birds with one stone, consider grabbing the collectibles found in this street as you run towards the exit.

E A new complication in this mission is the presence of guards at the positions shown on our map. This sounds worse than it really is, however, as you can completely ignore them. As long as you free run at full speed at all times, you won't even notice guards – and they will barely have the time to notice you too. If you approach one from behind, feel free to assassinate him, though, as this will net you a +20 score bonus.

F The Artifacts unlocked through the Companion App and Assassin's Creed Initiates appear in these positions.

Occupied Paris – Covert



A In this mission, you begin on the roof of the watchtower in this corner. An effective approach is to use the hanging ropes to pick up all the elevated collectibles (including those found inside the various watchtowers) before you jump down to the ground level.

B Six spotlights constantly sweep across the area. Always try to avoid them, as any time spent within their beams will lead you to be fired at and sustain damage. If your health bar is depleted, you will be desynchronized.

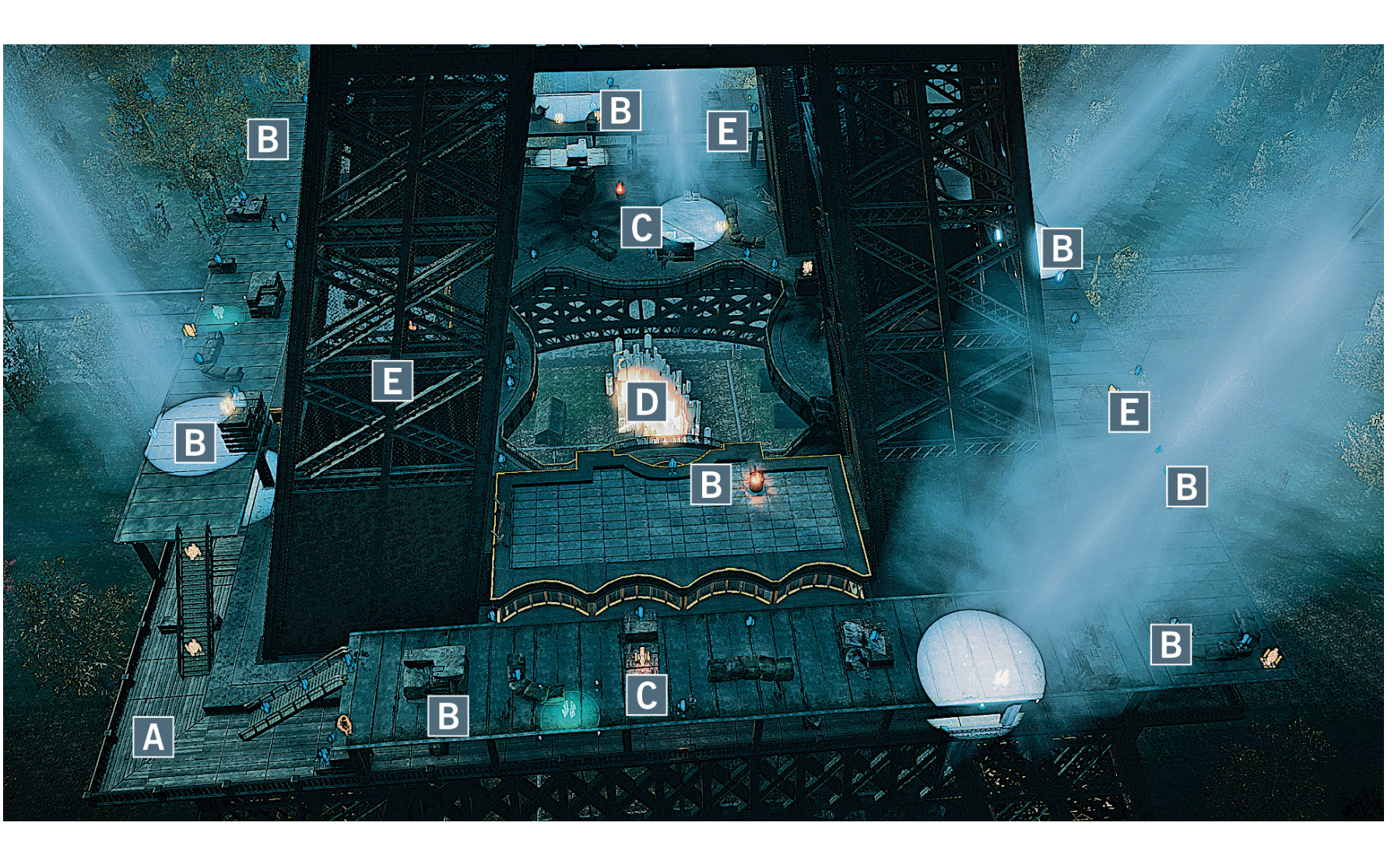
C This map also features multiple guards, some stationary and others running short patrols. Unlike the Belle Époque mission, they have firearms and will shoot you from a distance, dangerously reducing your health bar. It therefore makes sense to assassinate them as you hunt collectibles. As a fringe benefit, each soldier you eliminate will reward you with a +20 score bonus. An efficient route involves taking out the two standing in watchtowers, then air assassinate the ones right below. You can then get rid of the remaining ones as you run along the map's borders. This will enable you to explore the center portion of the area without having to worry about detection or damage. If you happen to be spotted, avoid direct combat at all cost, as this process is far too time-consuming – running away and focusing on collectibles makes much more sense.

D Once you have revealed the trapped Assassin, rush to his position, which is determined randomly. Don't leave this task for later, as both potential locations are far from the exit portal.

E When the timer runs out, rush towards the exit portal found here. Grab the few collectibles around the barrier as you make your escape.

F The Artifacts unlocked through the Companion App and Assassin's Creed Initiates appear in these positions.

Occupied Paris – Tower



A The mission's start point is in this corner. As most of the collectibles are found on the upper platforms, it makes sense to immediately climb the stairs and run around the tower in a counterclockwise direction. Sweeping up most of the collectibles found on these platforms is enough to reveal the position of the trapped Assassin. Just be sure to stay clear of the spotlights during the process.

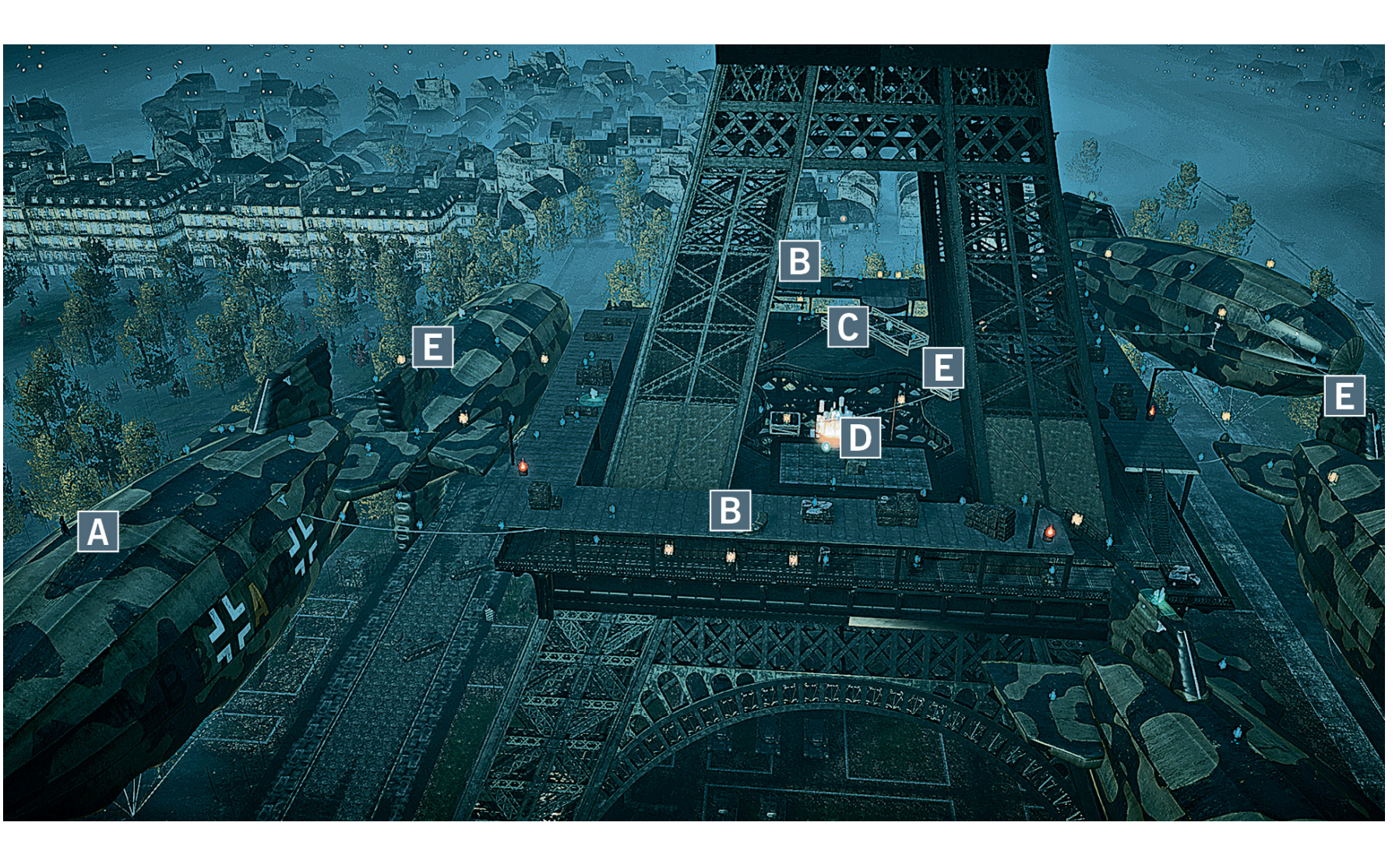
B There are many guards patrolling this map, and their firearms can significantly complicate your task if you get detected. If you run around the tower's upper platforms in a counterclockwise direction as we suggest, however, you can actually assassinate most of them on the way. You will notice that several of them face away as you approach, making them easy targets.

C The trapped Assassin's location is determined randomly, but we have shown his most common positions on our map. Make sure you free him while the spotlight is directed elsewhere.

D When the timer runs out, simply rush to the center of the map and perform a Leap of Faith from the handrail to reach the exit portal.

E The Artifacts unlocked through the Companion App and Assassin's Creed Initiates appear in these positions.

Occupied Paris – Data Harvest



A From your start position on top of the dirigible, you can obtain an impressive amount of collectibles by going around the tower in a clockwise direction, focusing on the five dirigibles first. Once you've retrieved most of the data on the airships, move back to the tower and sweep the upper platforms in priority for maximum efficiency.

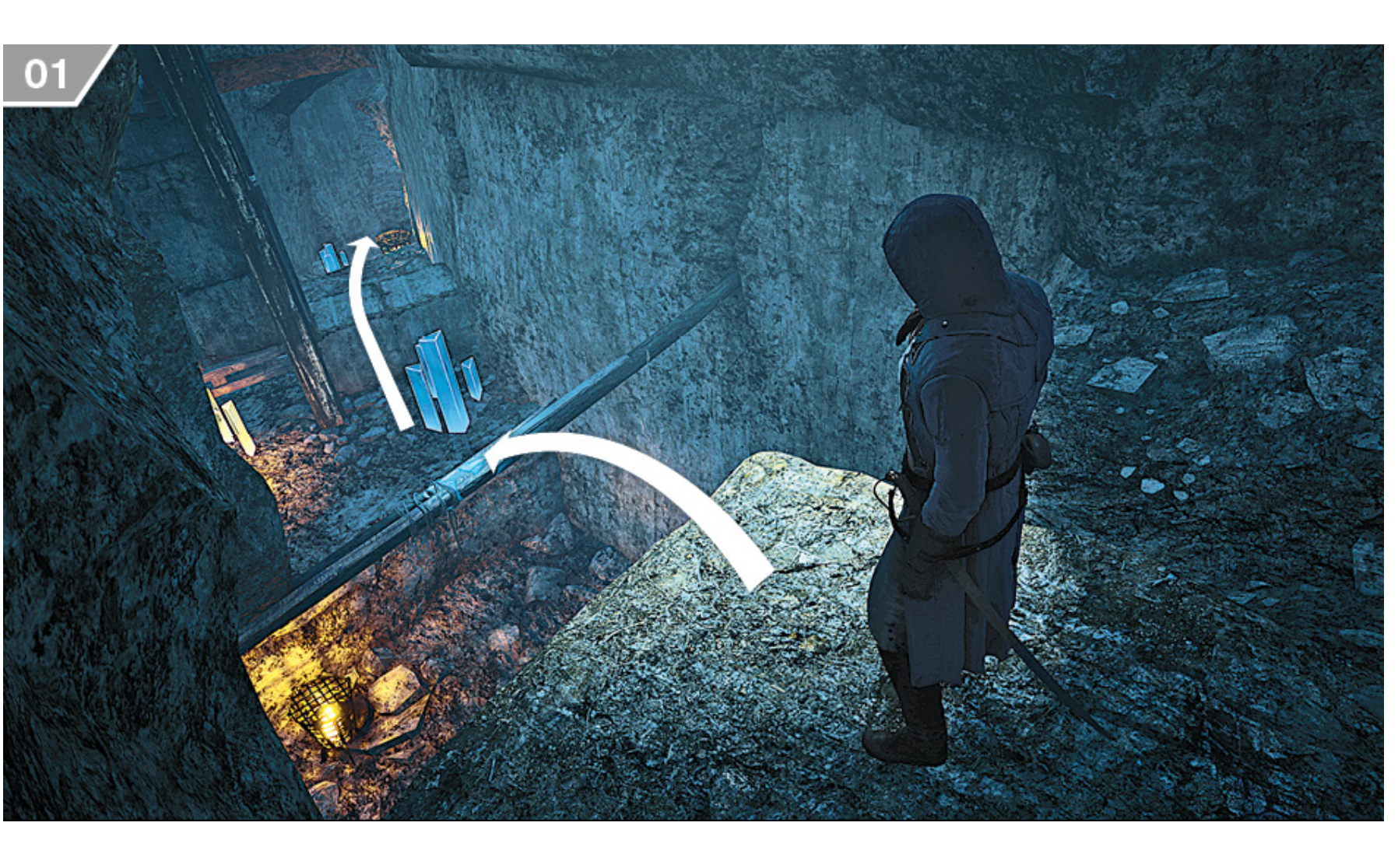
B As you explore the tower's upper platforms, consider making a stop at either or both of the turrets in these positions. Each plane that you manage to shoot down will net you a whopping 100 points. This only makes sense if you can destroy the aircraft in a relatively short timeframe, though.

C The trapped Assassin usually appears here once you have located him. You can access the nearby turret to take down a plane before or after you free him.

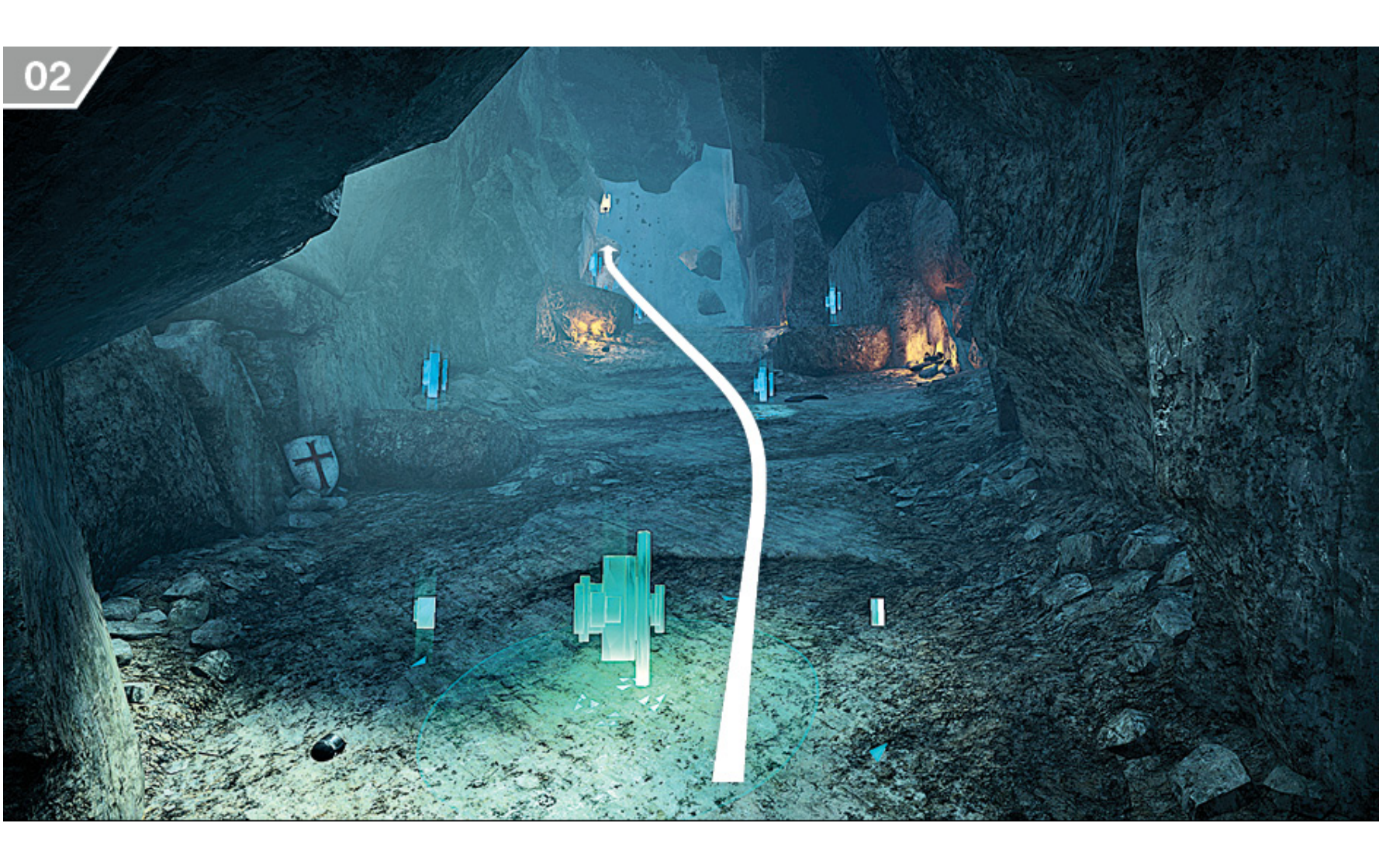
D When you run out of time, jump to the exit portal with a Leap of Faith from any handrail or hanging platform surrounding it.

E The Artifacts unlocked through the Companion App and Assassin's Creed Initiates appear in these positions.

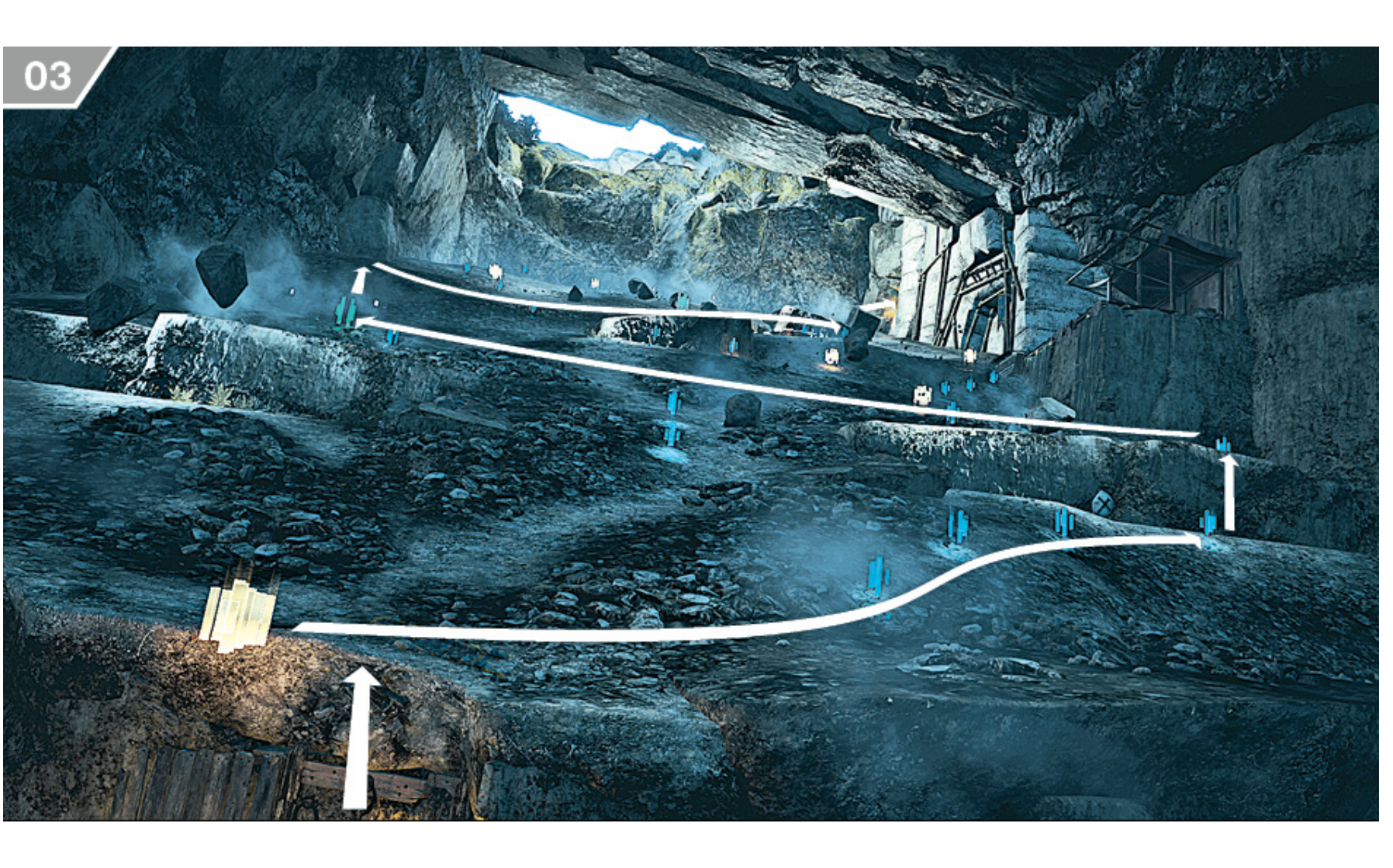
Medieval – Quarry



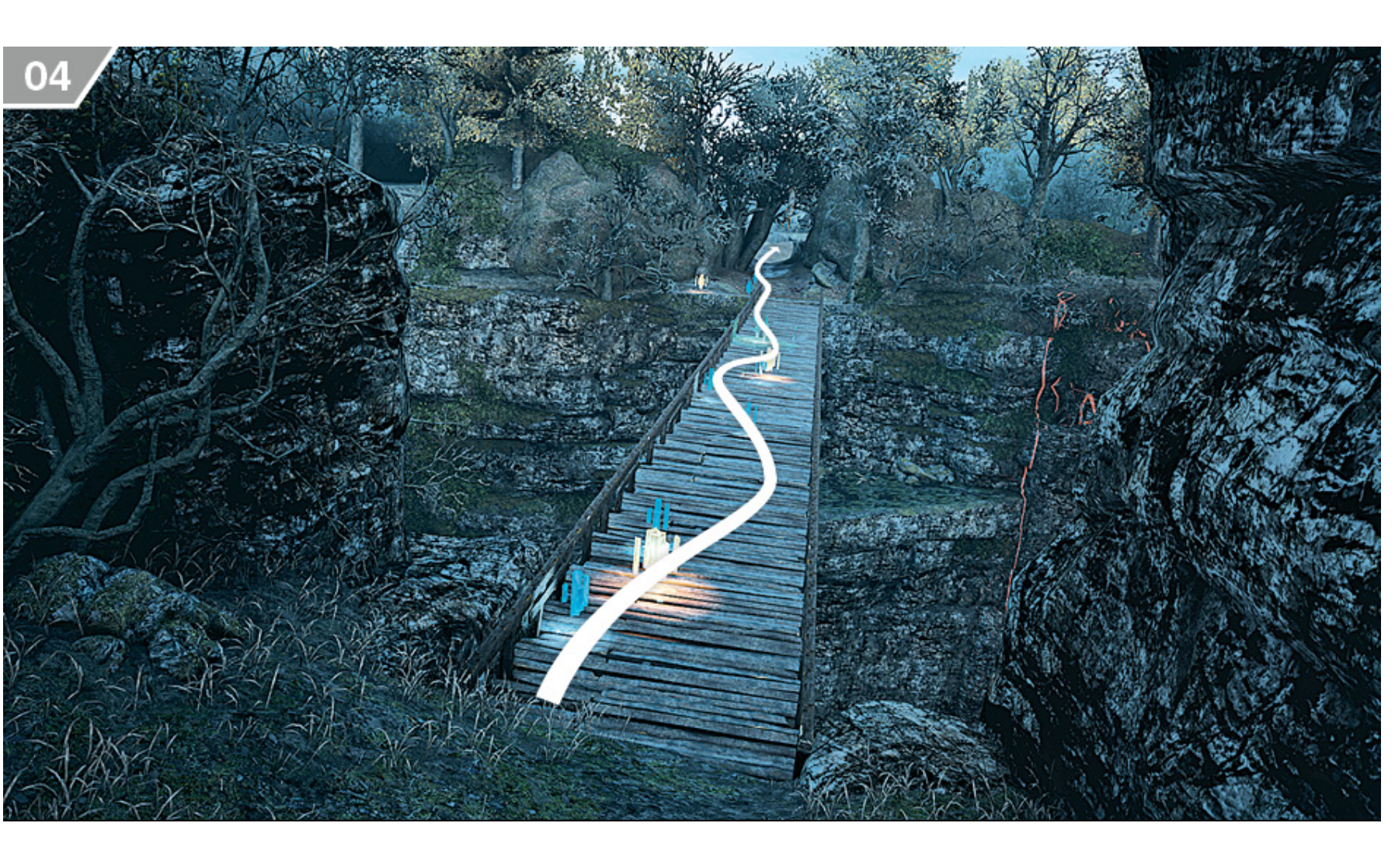
From your starting point, simply free run along the linear path, collecting all the data on your way. A Companion App Artifact can be found on the left-hand side.



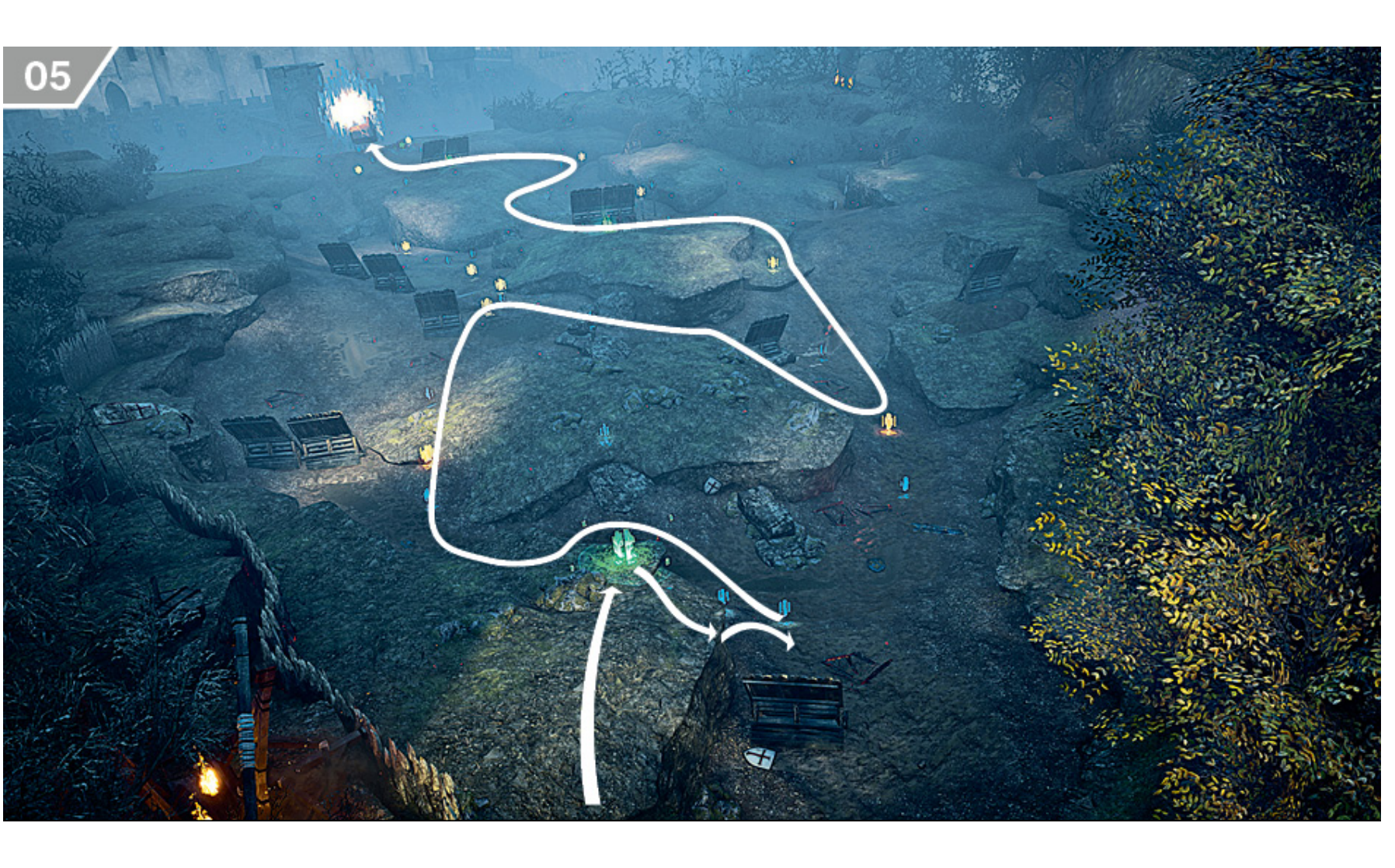
Pick up all the collectibles as you run up the slope, then climb the cliff at the end of the path.



In the quarry section, try to sweep the area from one side to another, retrieving as many collectibles as possible, then move up to the next section and repeat until you reach the tunnel on the far right-hand side. Try to keep the camera oriented a little towards the top of the slope to spot incoming boulders, and dodge them carefully. You can also take cover behind the natural walls and resume your hunt once the danger has passed. Note that two Artifacts (one Companion App and one Initiates) can be found on the right-hand side of this sloped section, and a third one awaits you to your right as you exit the tunnel at the end.



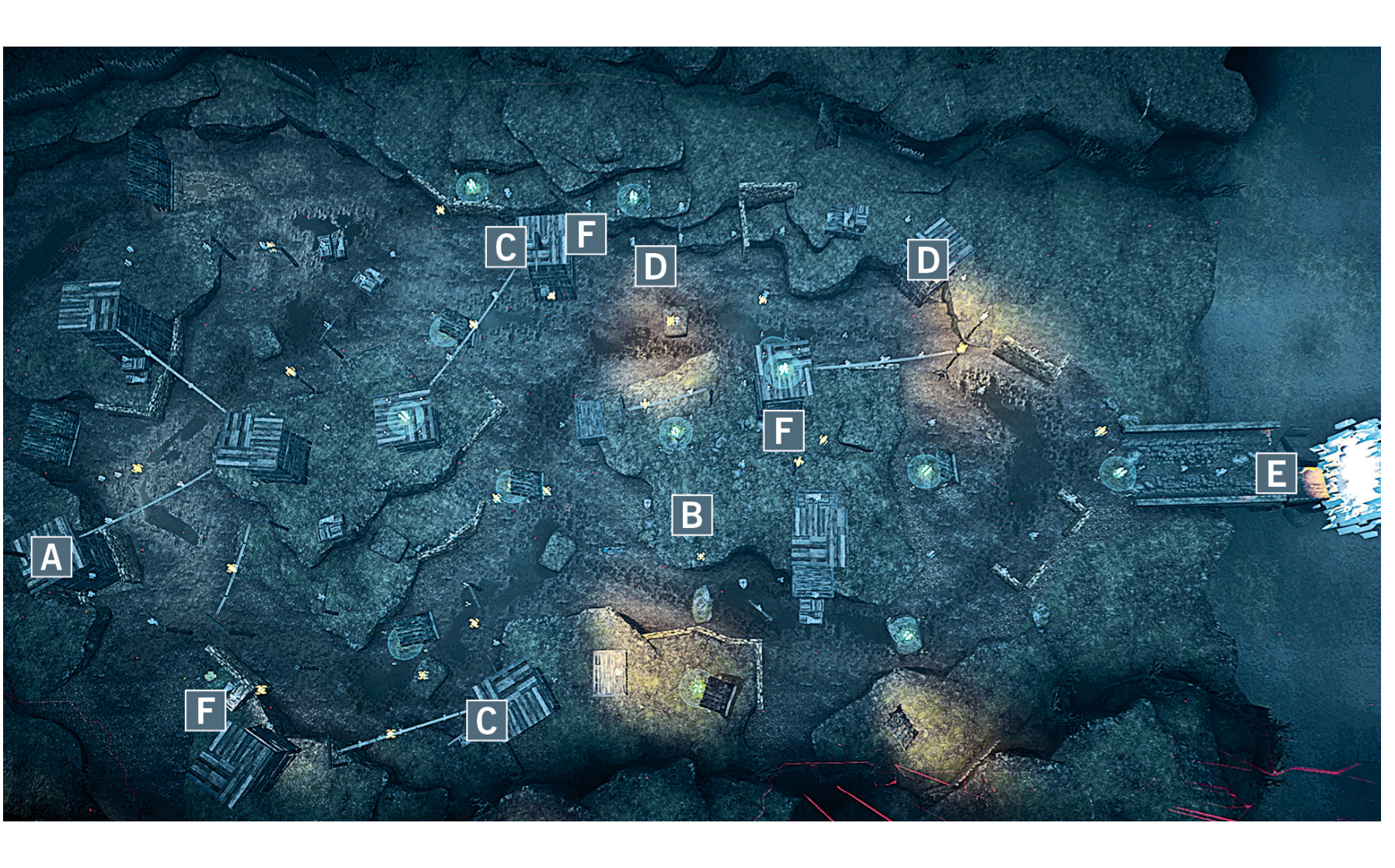
When you reach the wooden bridge, sprint to the other side, picking up all the collectibles you can grab on the way. Don't waste any time, as the simulation's borders will quickly close in on you, destroying the bridge in the process.



When you reach the final battlefield area, all you have to do is run towards the exit portal. The trapped Assassin will appear almost directly in front of it, so you can free him during the final stretch of your escape. Try to grab as many collectibles as you can along the way, but make sure you adapt your route to the amount of time you have left. Taking a shortcut to ensure you safely reach the portal definitely makes sense if you have little room for maneuver. Two types of danger threaten you in this section:

- There are many soldiers that will attack you as you cross the battlefield, but you should ignore them (unless you have an easy assassination opportunity, naturally). Fighting them will cost you precious seconds that are best spent focusing on collectibles.
- You will also regularly spot red circles that appear on the ground: these foreshadow the imminent fall of fiery projectiles. Be careful to stay well clear of them.

Medieval – Battlefield



A Your starting position in this mission is at the top of a wooden tower in a corner. The ropes leading to the nearby towers are an excellent way to begin your harvest of collectibles. Once you have to jump down to ground level, try to plan and adapt your route so as to constantly follow long trails of collectibles.

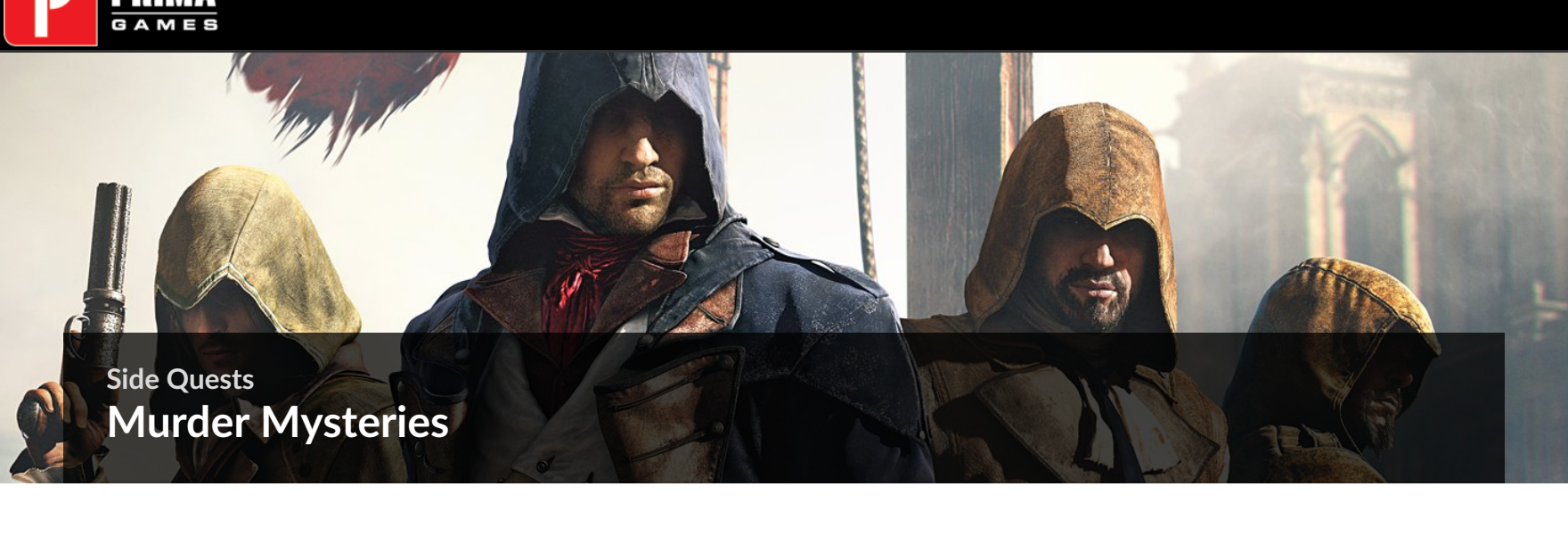
B As with the previous mission, you will regularly notice red circles that foreshadow the arrival of damaging projectiles.

C You will find lift ropes at these positions. You can use these to instantly reach the upper reaches of the corresponding wooden towers.

D Once revealed, the trapped Assassin can randomly appear in multiple locations. Try to free him as you're collecting data nearby to optimize your movements.

E The exit portal stands at the opposite end of where you begin this mission. You can completely ignore the ghost soldiers that fight in front of it: they cannot harm you in any way.

F The Artifacts unlocked through the Companion App appear in these positions.



Side Quests

Murder Mysteries

This chain of side quests (marked by the icon) is activated by interacting with Vidocq in the Palais de Justice district. Each individual mission is an investigation where you study crime scenes using Eagle Vision, analyze clues, talk to witnesses and gather evidence to identify the murderer. Your ultimate goal is to accuse the correct suspect, which will lead to a bonus reward if you do so on your first attempt. Conversely, any erroneous accusation will lead to a quest reward of lower value. All of the clues that you collect during your investigation can be viewed in the Case Files entry of the Database menu. From a practical standpoint, conducting an investigation entails:

1. Studying the crime scene and gathering clues using Eagle Vision, with all points of interest (including witnesses) in the Investigation Zone appearing in yellow.

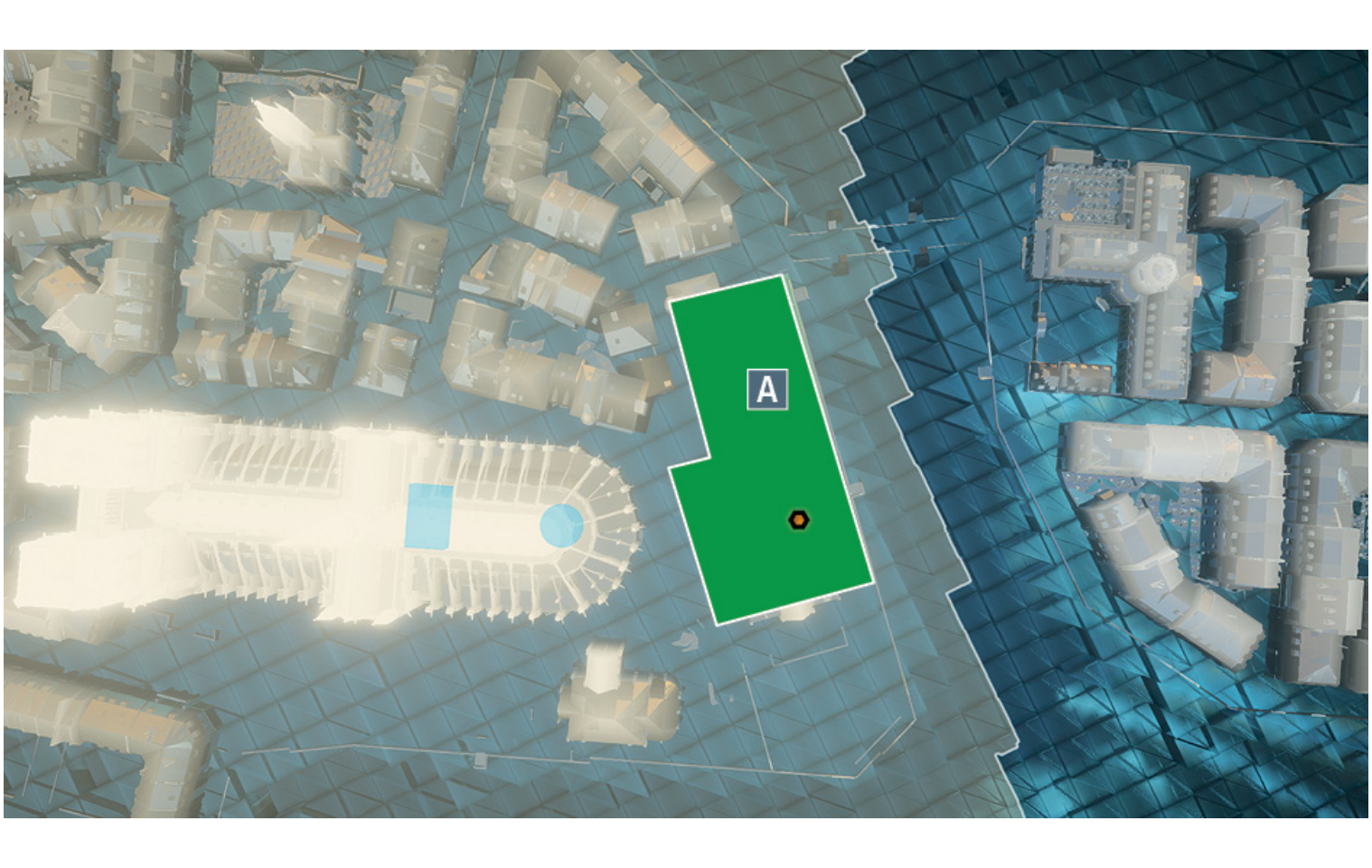
2. Travelling to any additional Investigation Zone revealed during the analysis of the crime scene and repeating the process.

3. Reviewing all of the evidence gathered in the Case Files menu to identify the culprit.

4. Accusing the correct culprit.

As the whole process is very straightforward and relies mostly on using Eagle Vision to scan the Investigation Zones, we will simply list all of the locations to investigate and the evidence to gather, then offer the solution to the murder mystery if you can't find it by yourself. Once you've solved the case, don't forget to speak to the nearby Chief of Police to collect your reward: a unique weapon. You will also receive money for accusing the correct culprit, though the amount you are awarded is reduced for each erroneous accusation that you make.

Murder Foretold

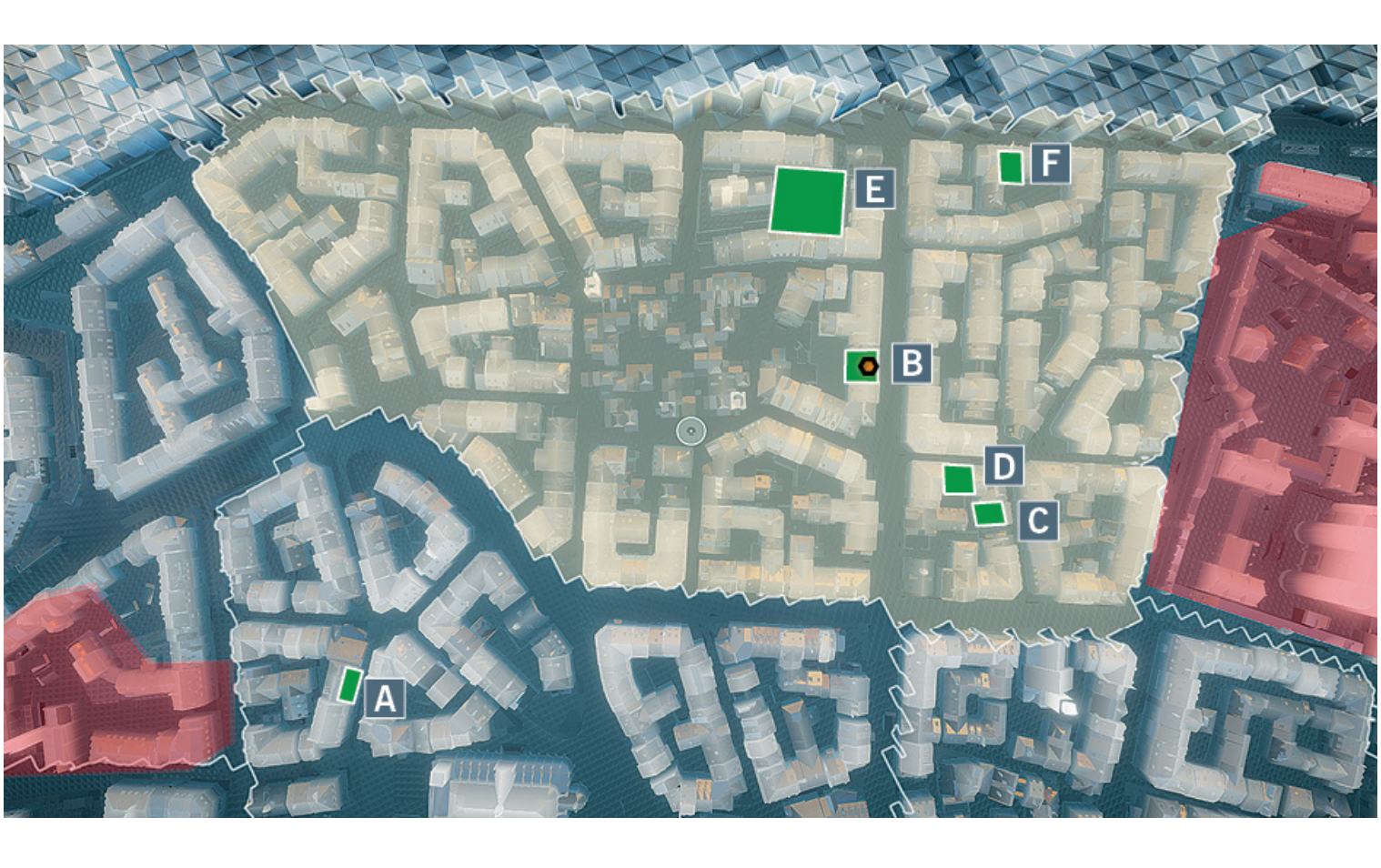


Investigation Zones & Clues:

A **Monastery:** "Body", "Crumpled paper", "Body of Friar Stanislaus", "Body of Friar Bernard", "Body of Friar Benoit", "A page of paper", "Partially burnt diary", "Large book", "Statement of Friar Honoré", "Statement of the Abbot", "Statement of Friar Benedict", "Statement of Friar Joseph", "Statement of the Vineyard Worker"

Solution: Friar Honoré became obsessed with the predictions of Nostradamus and brought his friend Friar Jean into his obsession. Together, they plotted to make one of Nostradamus' predictions come true: Honoré poisoned a cask of wine and Jean served it to the elder monks (the eldest of the "branches"). In a fit of remorse, Friar Jean decided to confess and was in the act of writing of this decision in his diary when he was surprised by **Friar Honoré**, who then strangled Jean with his own rosary beads. Honoré then attempted to burn a page from Jean's diary, but was seen by the vineyard worker and ran off in a fright.

The Body in the Brothel



Investigation Zones & Clues:

A **Brothel:** "Woman's body", "Diary", "Ropes and gag", "Spikes and hooks", "Whip", "Statement of Micheline", "Statement of Anna"

B **De Sade Villa:** "Statement of the Marquis de Sade", "Statement of the Valet", "Letter to valet"

C **Leather Shop:** "Statement of the Leather Worker", "Delivery book"

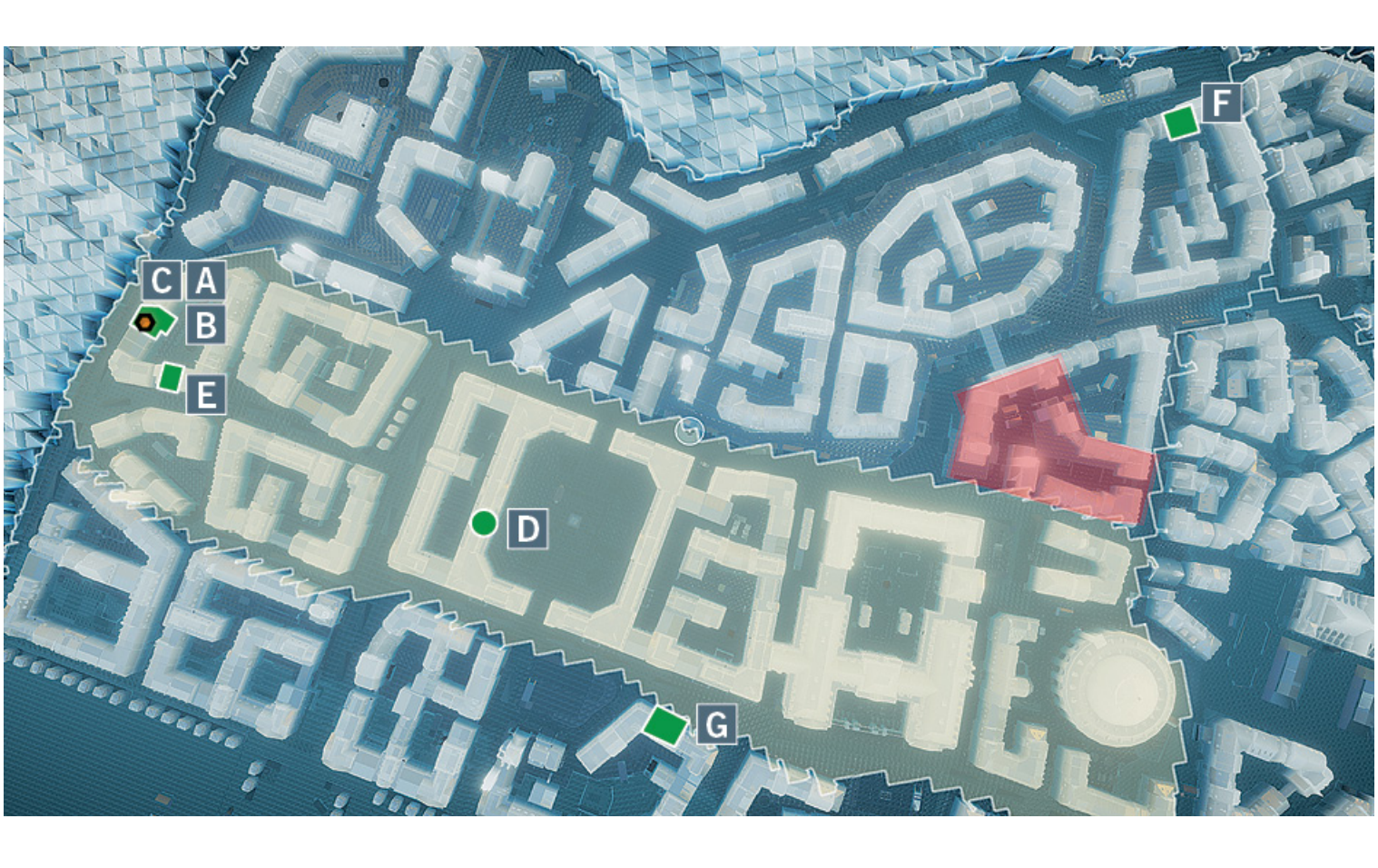
D **Student's Hovel:** "Book: 120 Days of Sodom by Donatien A.-F., Marquis de Sade", "Statement of the Student"

E **Meeting Place:** "Statement of the Vagabond"

F **House:** "Scrapbook", "Mysterious letter"

Solution:De Sade's valet, after years of witnessing scenes of debauchery and being subject to humiliations himself, was lured by an agent of St-Just to frame de Sade for a murder. The valet collected some of de Sade's personal effects, met with St-Just's agent and went to the brothel where he murdered Suzanna in a show of "sadism." After the murder, he met the agent in a church courtyard for his payment, where the vagabond saw both the valet and St. Just's agent.

The Body Politic



Investigation Zones & Clues:

A **Dining Room:** "Man's body", "Necklace", "Victim's wine glass", "Statement of Antoine Gerard", "Statement of Madeleine Gerard", "Statement of Olivier Gedet", "Statement of Mme Hennebert"

B **Kitchen:** "Window pane", "Note to Alicia", "Statement of Alicia", "Statement of Armand"

C **Office:** "Note from Gedet", "Feuillant letter"

D **Black Office:** "Note to agent", "Note from chemist", "Report", "Agent list"

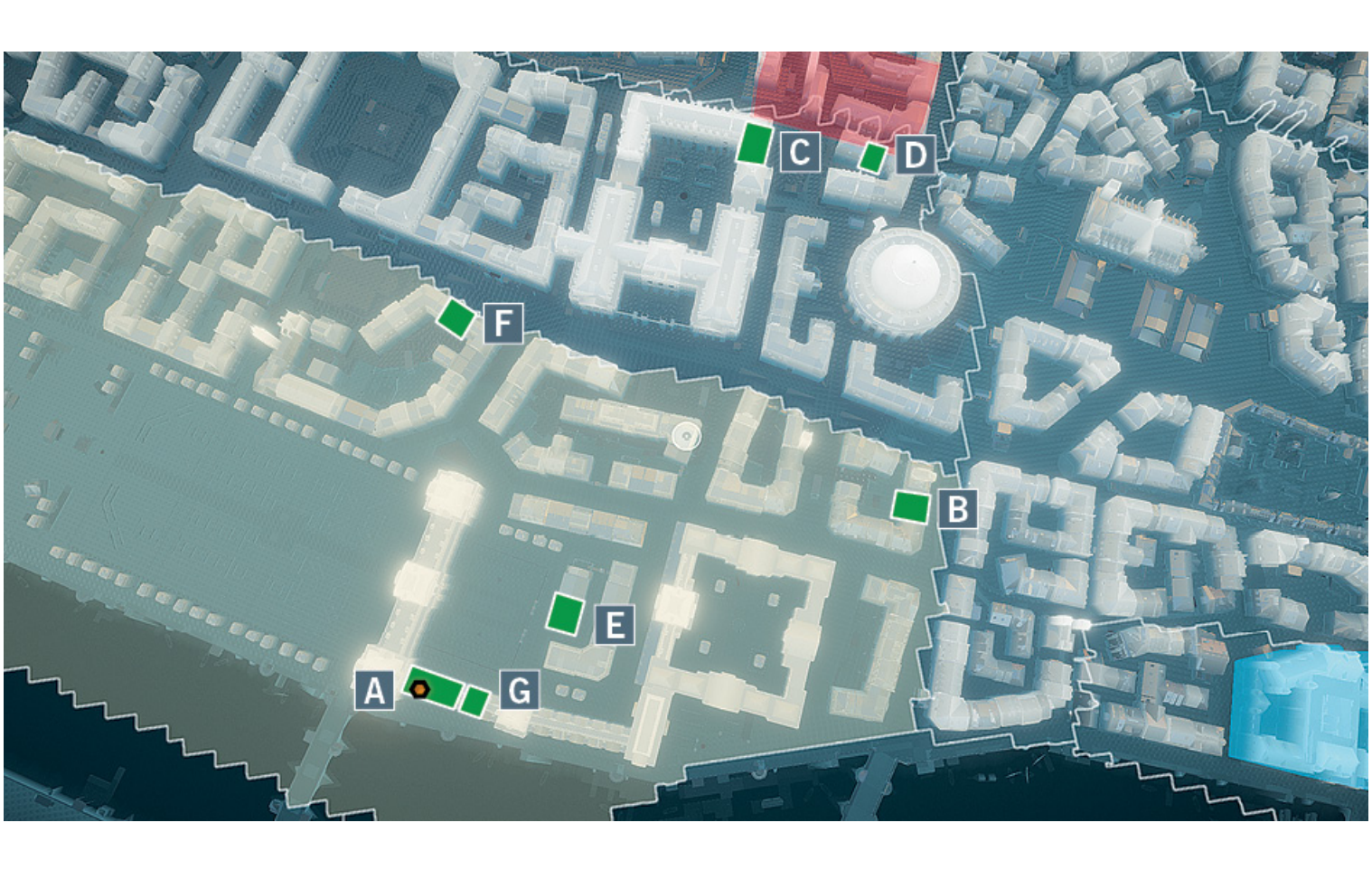
E **André's House:** "Bottle", "Note for André", "Statement of the Old Woman"

F **Glassmaker's:** "List of accounts", "Glass bead", "Statement of the Glassmaker"

G **Apothecary:** "Statement of André"

Solution: Deputy Hennebert was targeted by the extreme left for being far too conservative an assemblyman. An attempt on his life lead him to hire Armand to protect him. A Black Office agent shot a hole in Beaudoin's window as a way to prompt him to seek a reconciliation. The Black Office then used the hapless Gedet as a go-between to arrange an innocent-looking dinner party with Assemblyman Gerard, also known as Black Office agent "Patriot". The Black Office further used its knowledge of Prince Rupert drops to embed a poison into Mme Gerard's necklace. By this means, the Gerards were able to evade Armand's scrutiny. Mme Gerard pretended to break her necklace and **M. Gerard** pretended to try to fix it, while in actuality breaking the tail of the Prince Rupert drop, releasing the poison into Hennebert's empty wine glass.

The Red Ghost of the Tuileries



Investigation Zones & Clues:

A **Office:** "Body of Director Beaudoin", "Love Letter", "Invitation", "Bank registry", "Newspaper", "Vent trap", "Oil painting", "Marks on wall", "Vials", "Personal letter", "Statement of Counselor LeGall", "Statement of First Valet", "Statement of Second Valet", "Statement of Third Valet"

B **Von Glück Mansion:** "Empty bottles", "Report", "Statement of Herr Friedrich von Glück", "Statement of Brigitta von Glück"

C **Gambling Den:** "Ledger", "Set of dueling pistols", "Statement of card-player", "Statement of Creditor"

D **Victim's House:** "Historical books and papers", "Letter from Counselor LeGall", "Suicide note", "Religious objects", "Glass vials", "Letter from creditor"

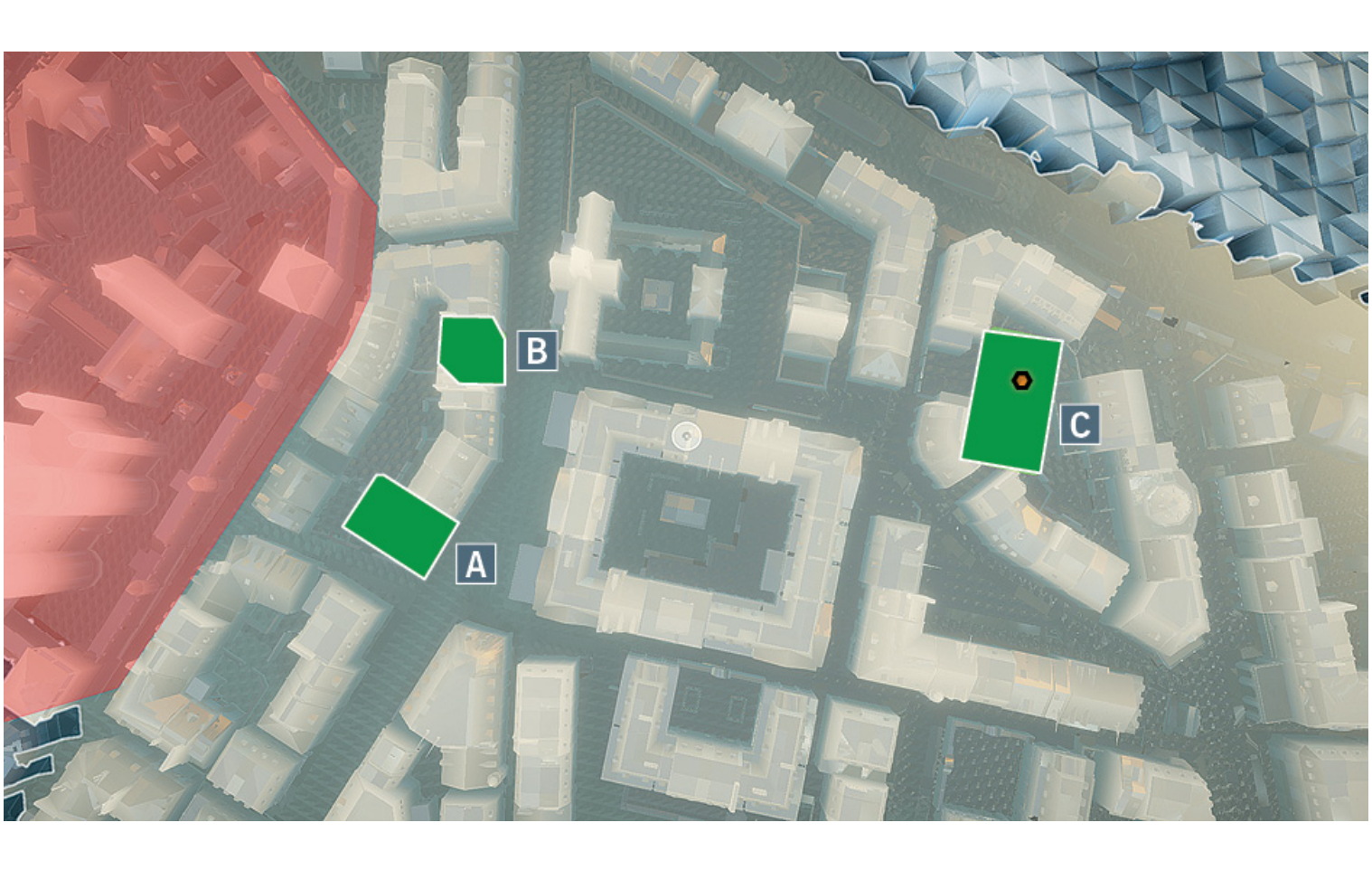
E **Counselor's House:** "Letter from Beaudoin", "Official-looking letter", "A genealogical tree"

F **Apothecary Shop:** "Statement of the Apothecary"

G **Secret Room:** "Pot and brush", "Mouthpiece", "Levers", "Red garment", "Instruments"

Solution: Citizen Beaudoin was goaded into suicide by **Counselor LeGall**. LeGall wanted to take Beaudoin's position and, as he happened to be a descendant of the man who started the Red Ghost legend, used the tricks and gimmicks of his ancestors to serve his own purposes. Von Glück had motive to kill Beaudoin, but he was too drunk to take action. Beaudoin's creditor was in fact working with Beaudoin in a scheme to cheat others.

Barber of Seville



Investigation Zones & Clues:

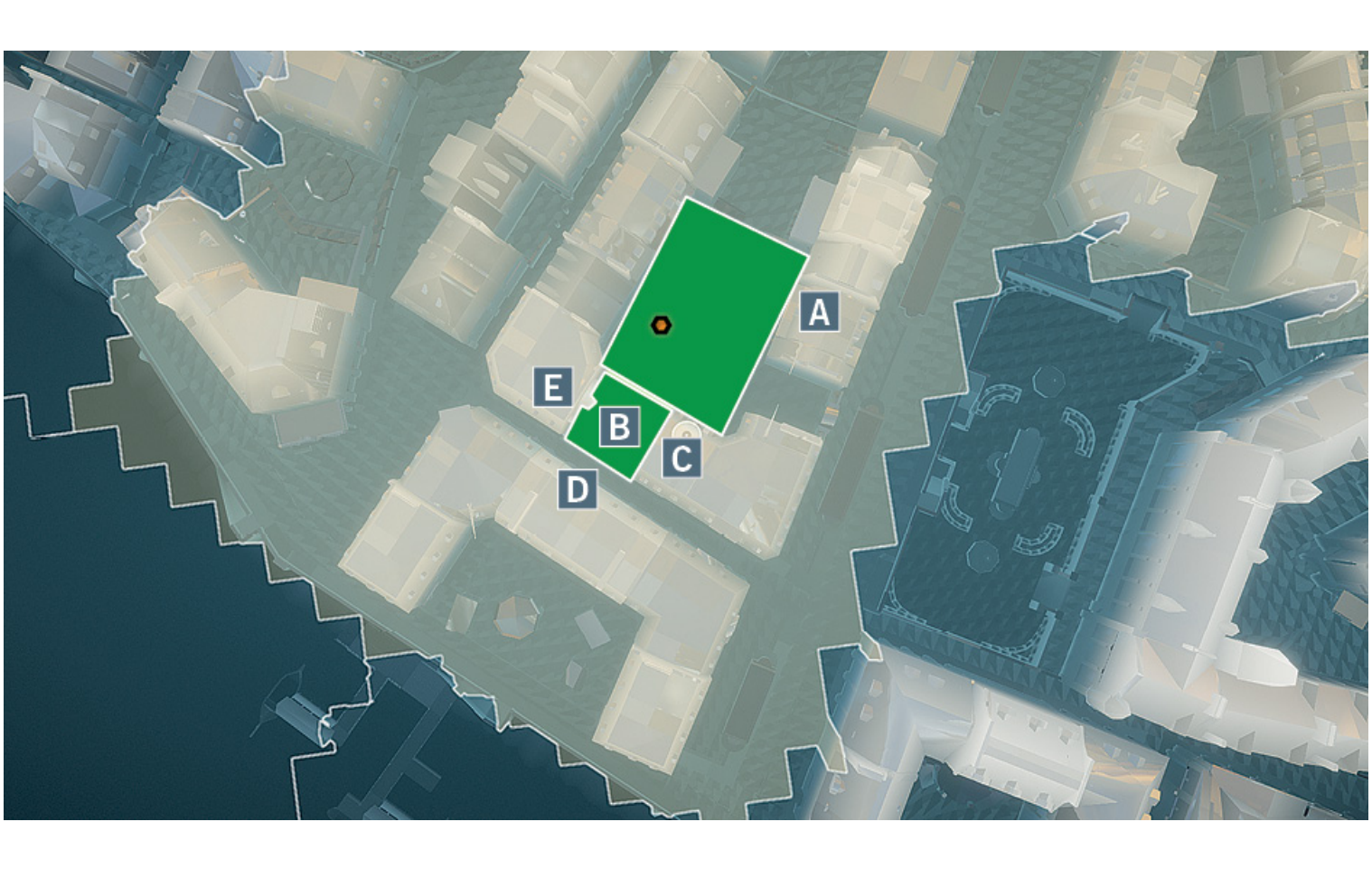
A **Courtyard:** "Body", "Handbill"

B **Café / Love Nest:** "Razor", "Body", "Crumpled note", "Theatre poster", "Statement of Café Owner"

C **Outdoor Theatre:** "Prop table", "Fire site", "Rendez-vous note", "Anonymous note", "Costume rack", "Statement of Rose", "Statement of Pascal", "Statement of Ficarron"

Solution: Barto (the body in the courtyard) coerced Rose into a relationship. Her abusive husband Laurent (the body in the love-nest) confirmed this, grabbed the prop razor and went to murder Barto. Rose sent a note to her brother, **Ficarron**, telling him of the situation. Protective of his sister, Ficarron sent her a note telling her not to worry. He disguised himself using the stage costume for the Poor Student and went to the love-nest Barto kept in the café for his assignations. Laurent had already slashed Barto's throat when Ficarron arrived. Ficarron used the same blade to kill Laurent. Pascal did not like Barto, but there is no evidence to link him to the crime.

Hot Chocolate to Die For



Investigation Zones & Clues:

A **Garden:** "Statement of Amèlie Monvoisin", "Women's body", "Overturned cup", "Flower garden", "Ring"

B **Dining Room:** "Statement of Pierre Duclos", "Statement of Georges Villiers-Segonac", "Silver pot", "Snuffbox", "Letter to Pierre"

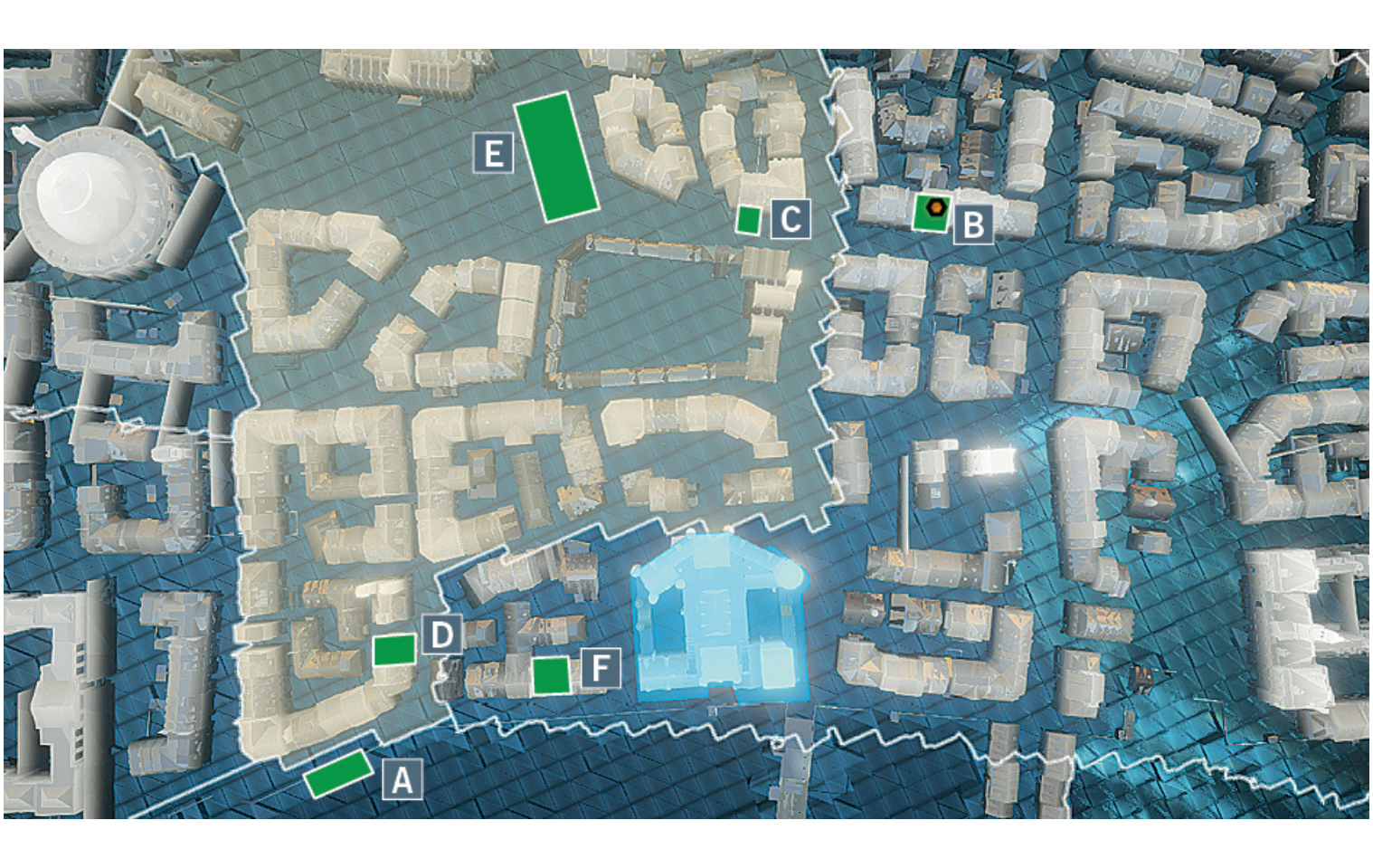
C **Kitchen:** "Statement of the Maid", "Kitchen supplies", "Mortar and pestle"

D **Study:** "Crumpled letter", "Documents", "Book: Paris Society", "Commonplace book"

E **Terrace:** "Statement of Lucille Tuchet"

Solution: Valérie Duclos, neé Monvoisin, was poisoned by her younger sister Amélie who wanted to inherit their ancestor's fortune and gain independence. The crime revolved around an old legacy created by Marguerite Monvoisin, whose fortune (likely earned through the use and sale of exotic poisons) is passed down to the eldest surviving female of that line. Valérie, as the eldest, had inherited the fortune, but her husband (whose death also raises questions) wrote a conflicting will. It was this will that put the money out of Valérie's hands, declaring family friend Georges Villiers-Segonac as executor and her son, Pierre Duclos, as sole trustee. Valérie received a lawyer's assurances that the entire fortune did, in fact, belong to her, but with the qualification that as long as Georges Villiers-Segonac was "active," she would not enjoy control of it. It is for this reason that Valérie was especially angry on this night, and also for this reason that the notion of denouncing Georges to the Committee of Public Safety, thereby removing him from the equation, came into her head. However, her younger sister, **Amélie**, without an income of her own and dependant upon her relations, realized that if Valérie died the money would come to her as the next female in line. Using a recipe inherited by Valérie, Amélie concocted a powerful poison which she stored in a poison ring (also inherited). On this particular evening, the victim threatened to denounce Georges. Amélie saw the incredible opportunity of removing her sister while leaving the hapless Georges as the obvious culprit. She secretly poisoned Valérie's cocoa, then gave the cup to Georges and discarded her ring in the garden.

Bones of Contention



Investigation Zones & Clues:

A **Shore:** "Dirty sackcloth bag", "Statement of the boatman", "Statement of National Guardsman"

B **Bella's House:** "Letter from Jamie", "Statement of Bella", "Statement of Jamie MacArthur", "Statement of old woman"

C **Shop:** "Statement of the shopkeeper", "List of Errands"

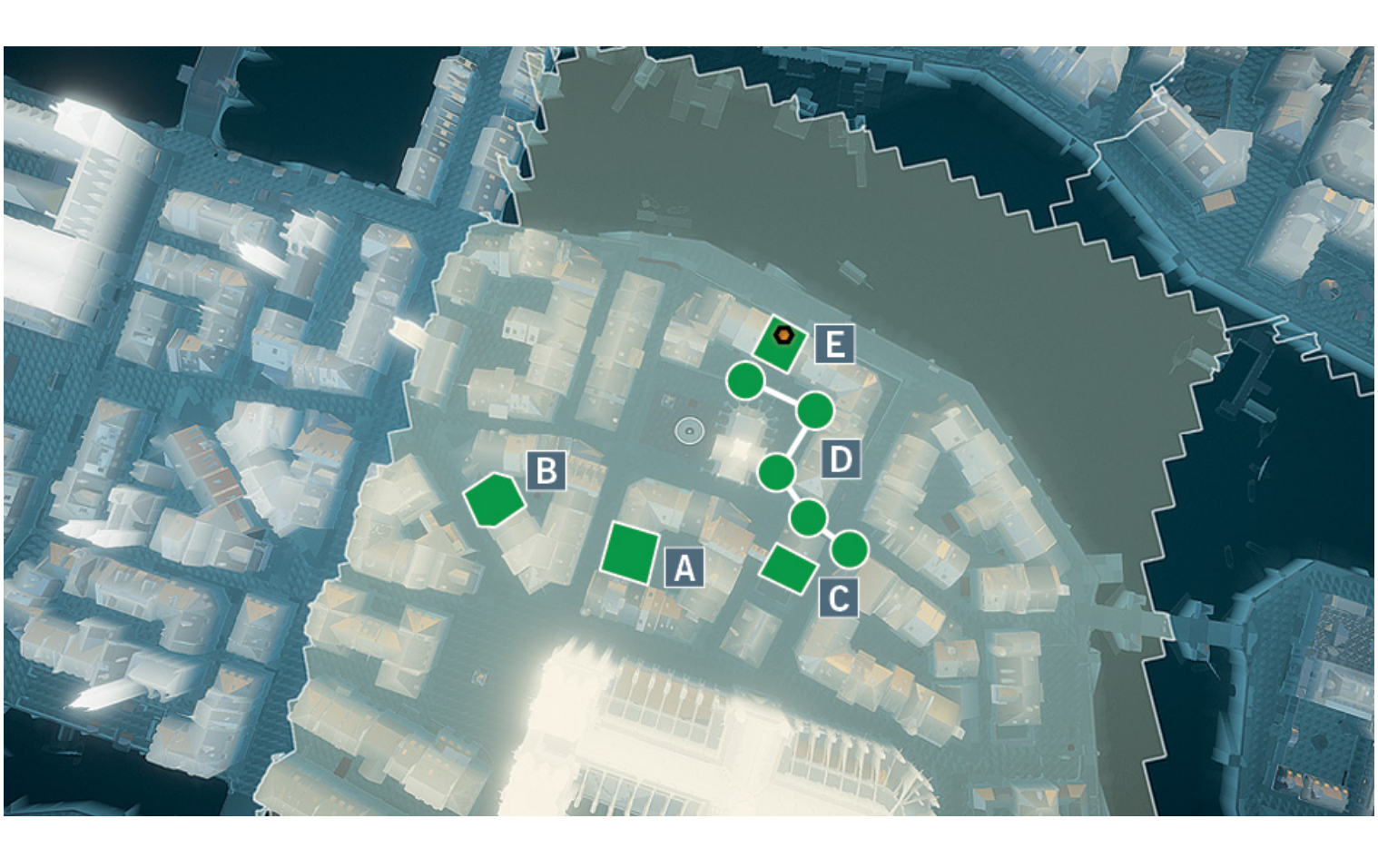
D **Jamie's House:** "Letters from Bella", "Crumpled letter"

E **Butcher Shop:** "Bloody bucket", "Large sackcloth bag", "Small bag", "Butcher's block", "Statement of the butcher"

F **Taverne du chien qui boite:** "Statement of barkeep"

Solution: Frustrated by Bella's father's refusal to allow him to marry Bella, **Jamie MacArthur** concocted a plan to make him disappear. He intercepted one of the grandmother's frequent errand lists and wrote the address of an out-of-the-way butcher's shop on it. He then knocked out the butcher, waited until Bella's father arrived, killed him and ground him up into haggis using the implements found there at the butcher shop. He disposed of the bones by tossing them into an old butcher's sack and throwing it into the river.

Ancestral Vengeance



Investigation Zones & Clues:

A **Teragon's House:** "Pool of blood", "Dead body", "Partially burned letter", "A book: History of France, volume 4", "A book: Almanac: Île de la Cité – XII", "Newspaper", "Bloody symbol", "Torture devices", "Statement of Madame Teragon"

B **Grimany's House:** "Dead body", "Bloody symbol", "Letter from Teragon", "Torture devices"

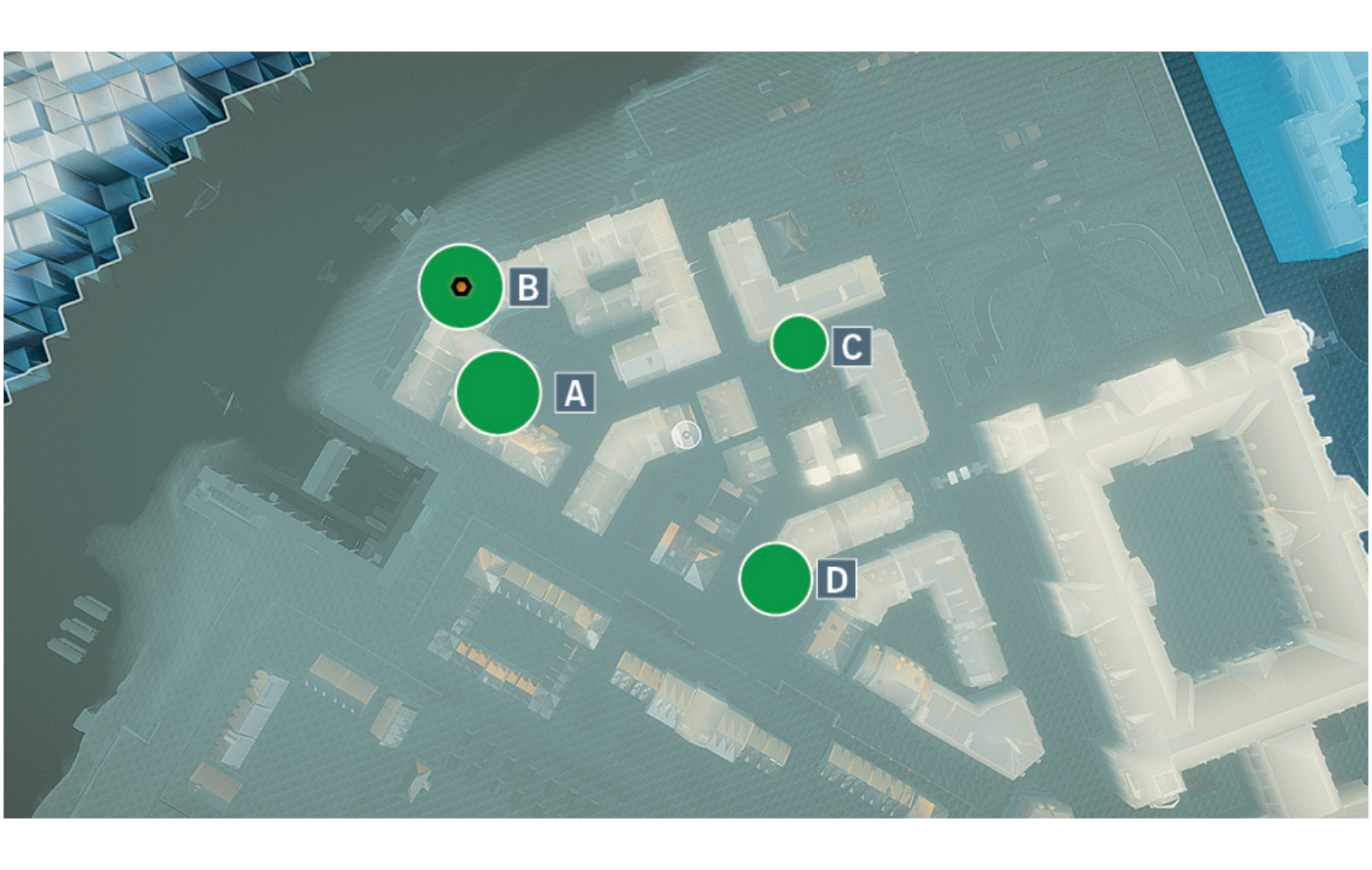
C **De Prasi's House:** "Murderer's blood trail", "Blood trail out of house", "Statement of Victor de Prasi", "Torture devices"

D **Street:** "Trail of blood"

E **Locked House:** "Statement of Anne de Molay"

Solution: Descendants of some well-known medieval inquisitors had been living peacefully under aliases – anagrams of their forefathers names – until recently when one of them, Bertrand Grimany (descendant of de Marigny), foolishly gave an interview to a city newspaper. The article exposed his address and he was subsequently murdered, a large bloody roman numeral I inscribed on his wall. However, Grimany managed to wrest a pendant with a key away from his murderer in the struggle. Grimany's friend, Paul Teragon (the first body discovered, and descendant of de Nogaret) was then murdered, and a bloody roman numeral II left behind. The third descendant, M. de Prasi (from de Paris), would have doubtless suffered the same fate but managed to fight off the attacker. A blood trail leads to the murderer, **Anne de Molay**, a descendant of the famous Templar victim of the medieval inquisitors. She had taken vengeance on the descendants of her forbearer's torturers.

A Dash of Poison



Investigation Zones & Clues:

A **Alley:** "Man's body", "Woman's body", "Empty coin purse", "Bloody vomit", "Drops of black liquid", "Small glass vial"

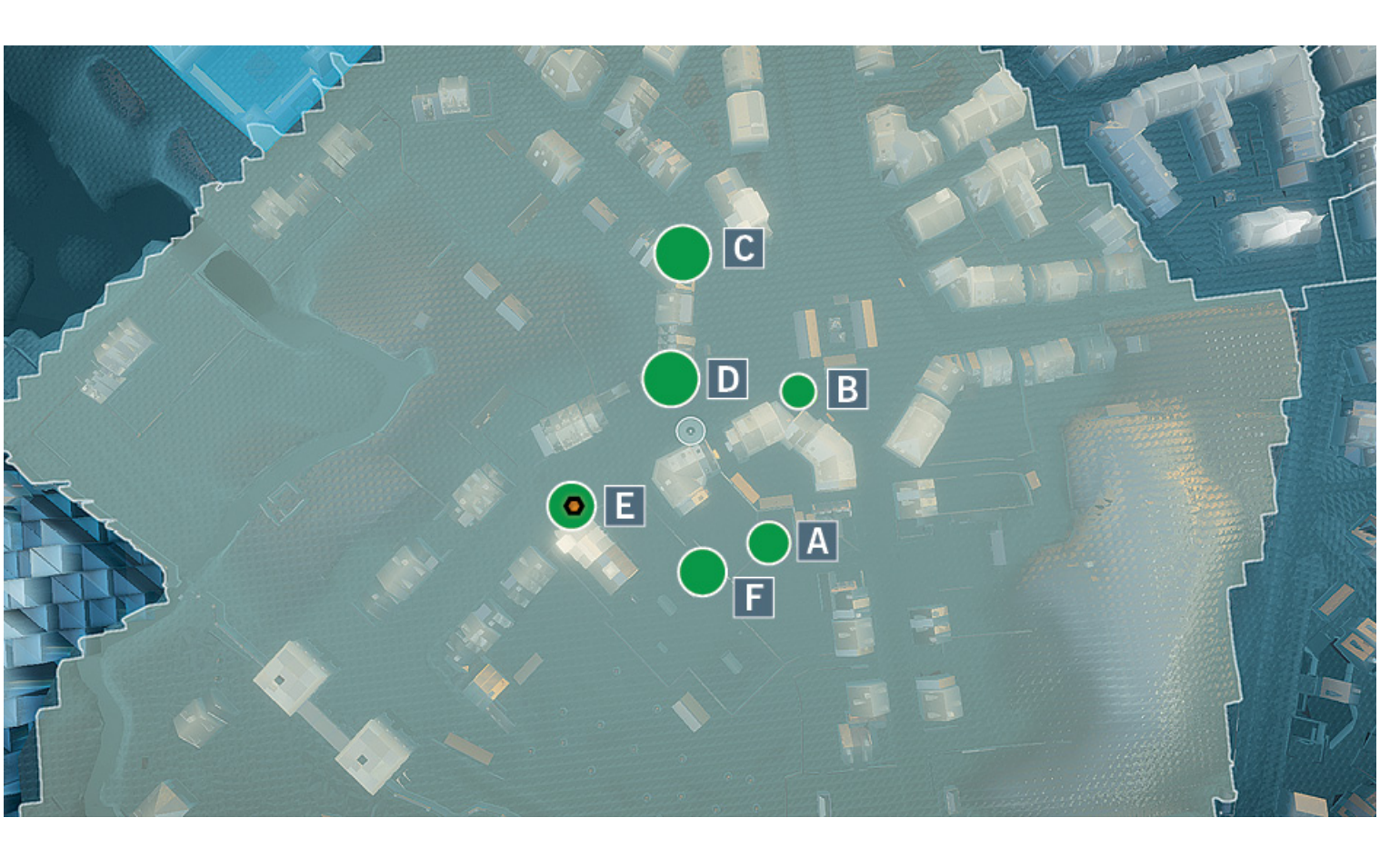
B **Apothecary Stand:** "Pestle and mortar", "Medicinal tonics", "Chemistry books and journals", "Supplies", "Statement of the apothecary"

C **Merchant Stall:** "Tonics and medicine", "Tonic bottle", "Purses", "Statement of the merchant"

D **Workshop:** "Notebook", "Supplies", "Pestle and mortar", "Medicine bottles", "Statement of the chemist", "Letter from Samuel Maran"

Solution: In an unusual arrangement, Mme Beaudry was both the biggest customer and the fiercest rival of Samuel Maran. She was an avid consumer of his tonic but was also selling it for cheap at her stall by adding cheaper elements into the mixture. When **Maran**, who already had a difficult rapport with Mme Beaudry, discovered this he realized why he was losing most of his business. He therefore sent Beaudry a new tonic for her to try. Beaudry received the delivery and after unwittingly giving the tonic a taste she dropped dead in an alley. An unlucky vagrant that came upon her body decided to rummage through her purse and try the poisonous mixture himself. An unwise decision.

The Death of Philibert Aspairt



Investigation Zones & Clues:

A **Catacombs:** "Worn shovel", "Set of keys", "Old satchel", "Bible", "Crate of Chartreuse", "Loose beads"

B **Apothecary Stand:** "Statement of the apothecary"

C **Merchant Stall:** "Statement of the merchant", "New shovels", "Supplies"

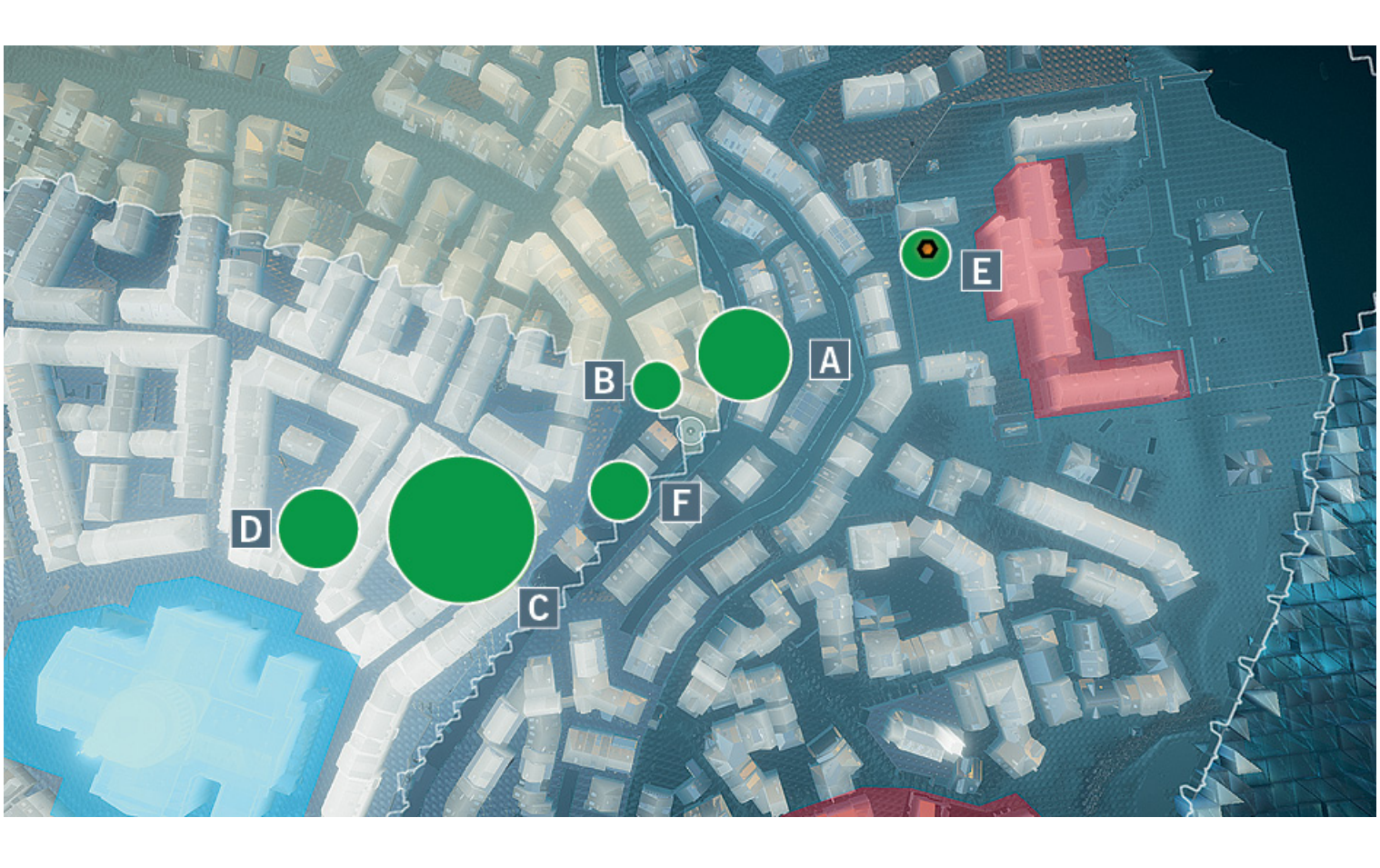
D **Tavern:** "Statement of the barkeep", "Statement of Antoine Danis", "Statement of Navarre Cavery", "Statement of Catherine Doyère", "Bottles of Chartreuse", "Bottles of wine and liquor"

E **Convent:** "Statement of the nun", "The blood of Christ", "Bottles of Chartreuse", "Stack of Bibles"

F **Graveyard:** "Statement of the gravedigger", "Shovel", "Half buried coffin", "Worn Bible", "Small wooden cross"

Solution: Philibert Aspairt was in over his head with debt. He had spent all his earnings gambling and building up a tab at the local tavern. One night, in a drunken haze, he wandered straight into the Paris catacombs. He was lucky enough to stumble upon a large stash of precious Chartreuse. The Chartreuse was made by Carthusian monks and said to be hidden by the nuns of the Convent des Filles de l'Enfant Jésus. Seeing an easy way to clear his debts, Philibert attempted to steal as much Chartreuse as he could carry. He had not accounted for the fact that Sister Sorel, who was charged with hiding the cherished elixir, wouldn't take too kindly to thievery. She kept a watchful eye of the catacombs. She also politely gave Philibert a warning that he ignored. When Philibert once again returned for more Chartreuse, he was met with a shovel to the head. **Sister Sorel** ensured Philibert would remain in the catacombs for the rest of his days.

The Decapitated Warden



Investigation Zones & Clues:

A **Tannery:** "Dissolving corpse", "Short sword", "Statement of Mathieu Rochon", "Statement of tannery owner"

B **Jewelry Shop:** "Statement of the jewelry shop owner"

C **Warden's House:** "Letter", "Statement of the Mme. Camille", "Statement of Julien Lamond","Statement of Genevieve Cerne", "Statement of MInette Rosier", "Letter from Warden Leroux"

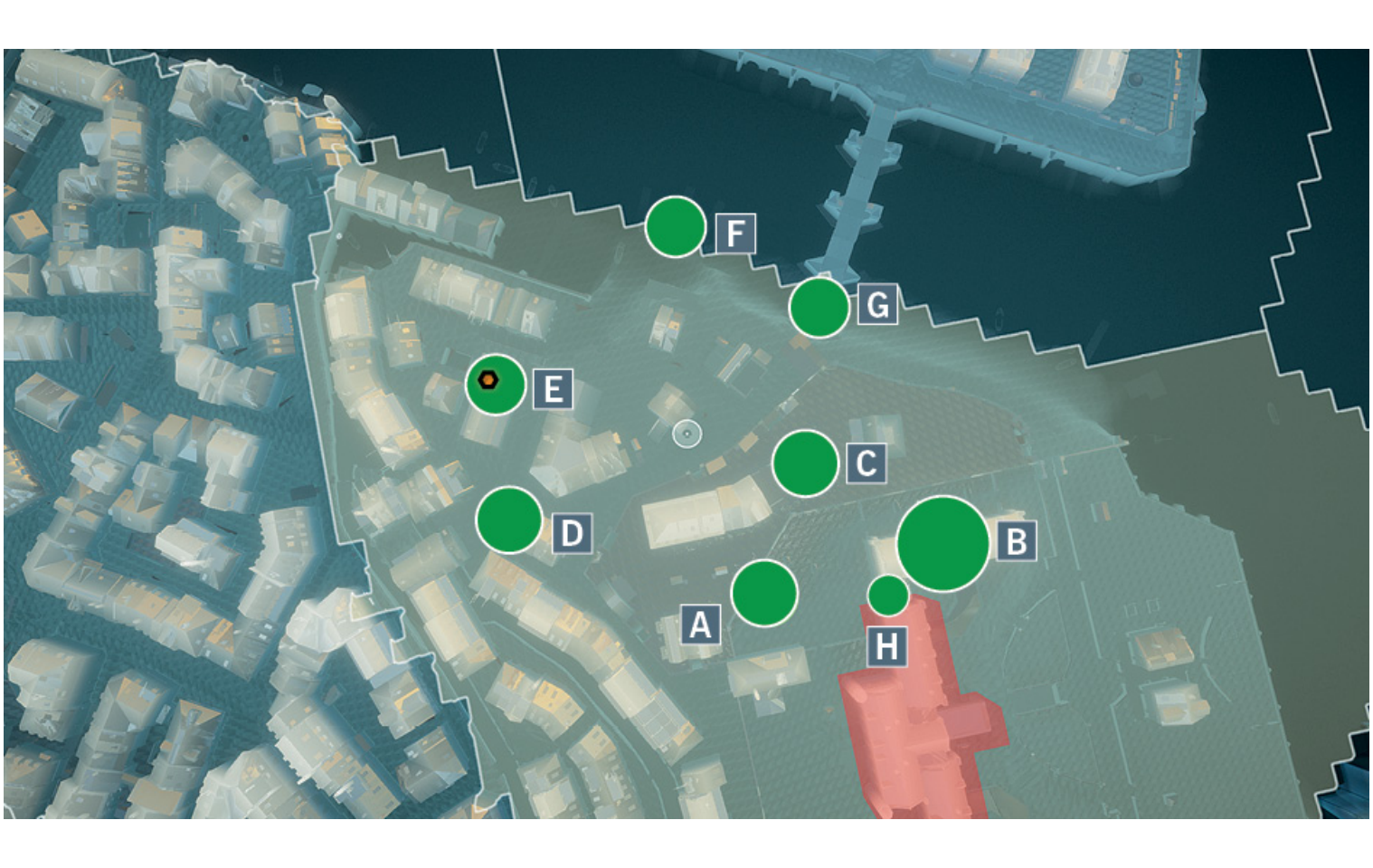
D **Tavern:** "Statement of the barkeep", "Statement of Danton Marotte"

E **Prison:** "Head on a pike", "Statement of the Deputy Warden"

F **Blacksmith Shop:** "Statement of the blacksmith"

Solution: Warden Leroux had been helping run La Salpêtrière prison for many years. His Deputy, Hugo Soulière, had grown tired of waiting his turn in line. After learning the Warden had some very serious gambling debts with a local gang, Les Marcheurs Morts, **Deputy Hugo** saw his opportunity. Having learned much about the gang's methods in prison he ordered their custom blade at the local blacksmith, one that leaves the mark of an "x" on its victims. He then stabbed the Warden on his way home from work and tossed the corpse into a tub filled with chemicals at the local tannery. He made the bloody marking of the "x" clearly visible for all to see. To ensure the crime could never be traced to him, Deputy Hugo decapitated Warden Leroux and placed his head on a pike outside the prison. This was meant to appear to be a "message" sent by Les Marcheurs Morts to the next warden in line, Deputy Hugo himself. As an added bonus it turned out the Warden's wife, Mme Camille, had been having an affair behind her husband's back. Deputy Hugo thought he was in the clear. Unfortunately, despite all the work he'd done covering his tracks, Hugo's own words were his downfall. The Deputy's statement claimed Leroux left his post the previous evening, while Leroux' wife and neighbors revealed he'd been missing for at least two days.

Cut the Middle Man



Investigation Zones & Clues:

A **Cemetery:** "Dead body", "Footprints", "Seaweed", "Satchel"

B **Asylum:** "Torn medical journal", "Fishing hook", "Mattress", "A book: Guide to Fish Species", "Statement of asylum inmate"

C **Office:** "Statement of the surgeon", "Statement of surgeon's assistant"

D **House:** "Trail of blood", "Signs of struggle", "Raw meat", "Statement of Leon Doiron"

E **Butcher Shop:** "Butcher's knives", "Statement of the butcher", "Statement of the butcher's assistant"

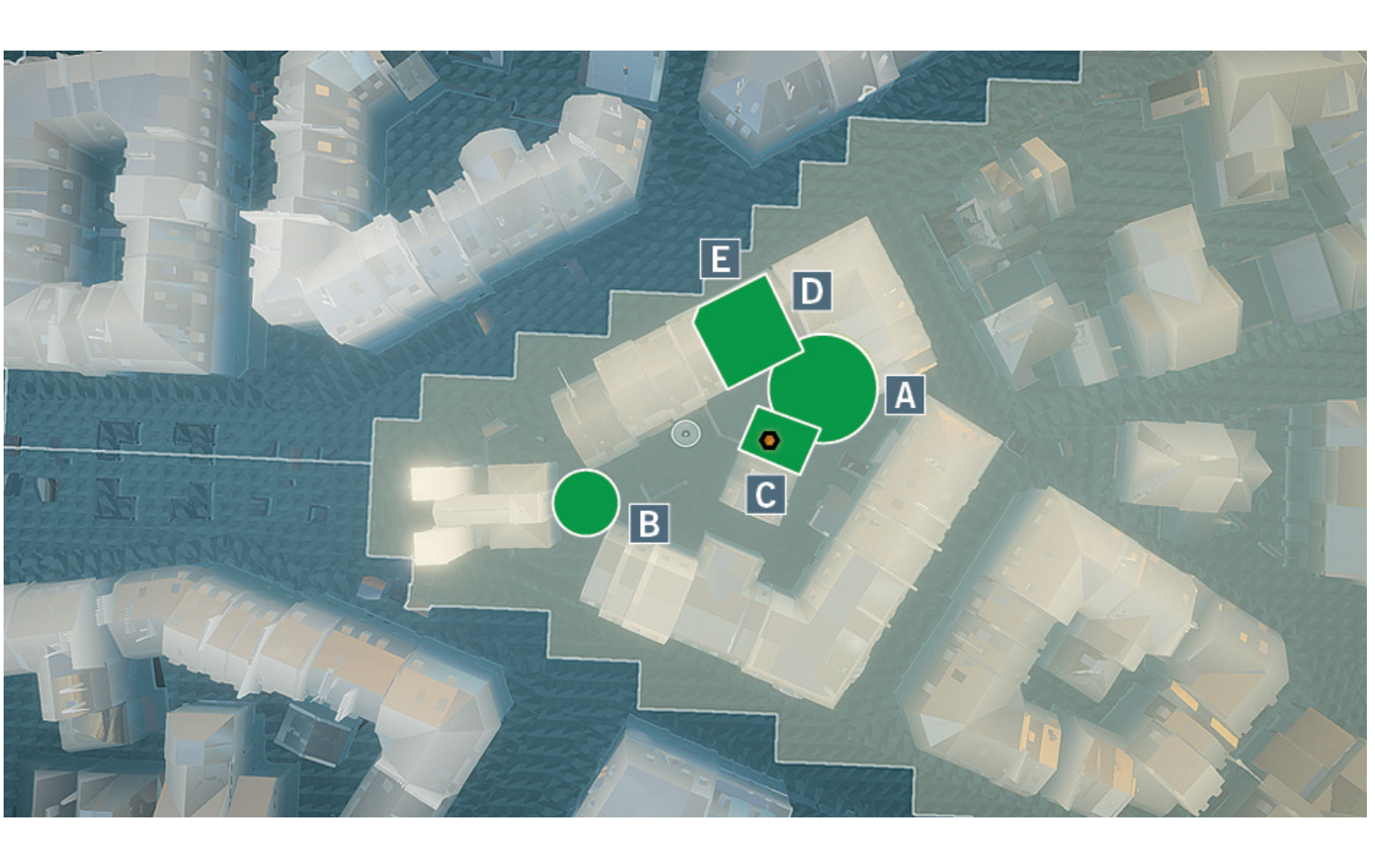
F **Dock:** "Human limb", "Statement of the fisherman"

G **Shack:** "Pile of corpses", "Cleaver", "Torn journal", "Leather straps"

H **Gate:** "Statement of asylum director"

Solution: A deranged patient at La Salpêtrière asylum, **Simon Larue**, managed to steal a medical journal outlining surgical procedures from a visiting surgeon. He became obsessed with dissecting flesh, experiencing illusions of being a surgeon himself. After practicing on rats he'd find in his cell, Larue felt ready to test what he learned on the world. He made a daring escape and several civilians were murdered, their mutilated bodies dumped in a shack by the Seine. He eventually found work at a local butcher's shop, where he continued to hone his skills with the blade. Still, the escaped asylum patient was sloppy. His sand-covered boots and a butcher's knife left in the shack pinned him directly to the crime.

The Hand of Science



Investigation Zones & Clues:

A **Courtyard:** "Corpse", "Bloody Bible", "Exam of Pierre Simeoni", "Exam of Lionel Viala", "Trail of blood", "Statement of Pierre Simeoni", "Statement of Lionel Viala", "Statement of Professor Frison"

B **Church:** "Statement of the priest", "Statement of the church deacon"

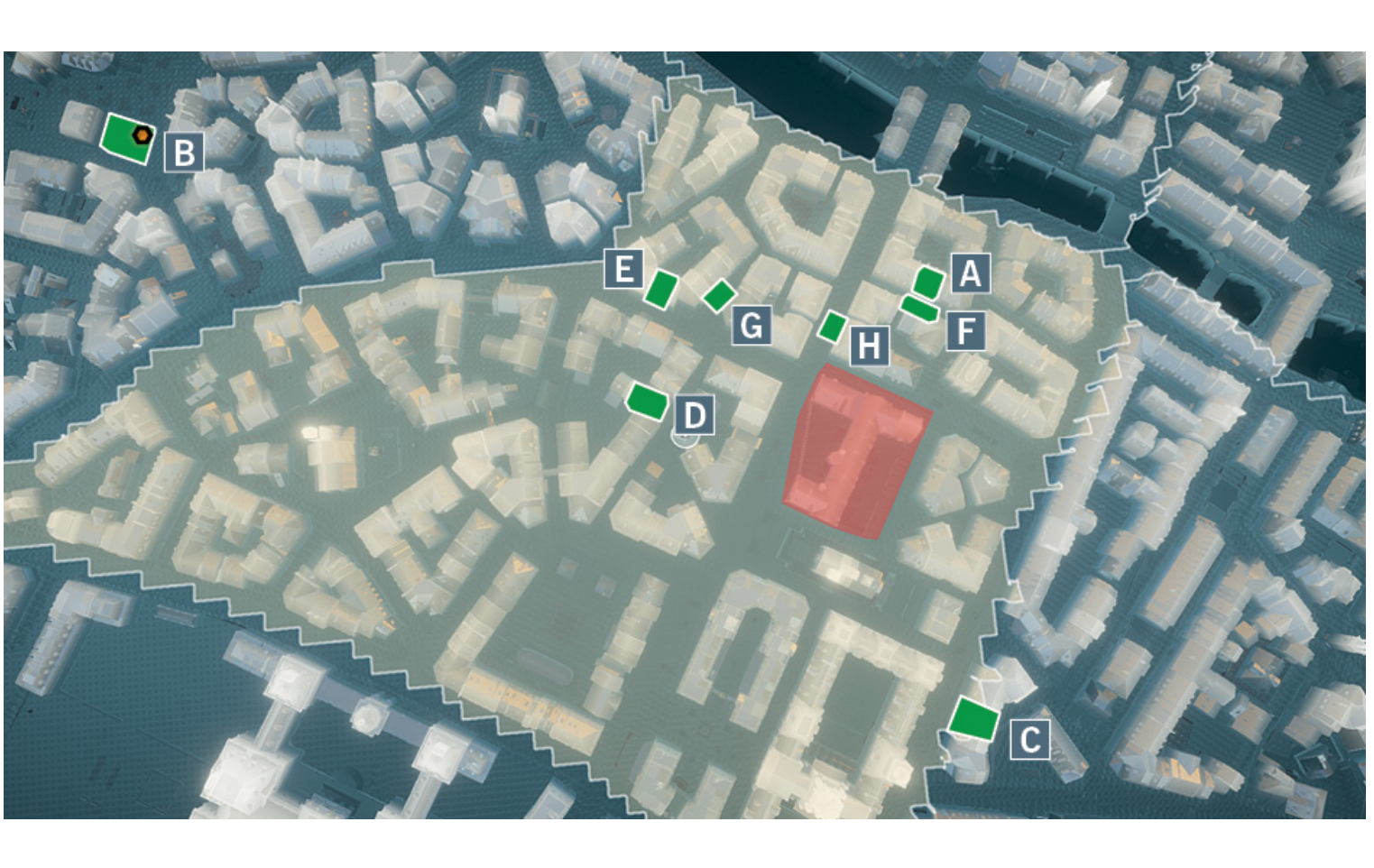
C **Office:** "List of chemicals", "Manifesto", "Scrap of paper"

D **School:** "Lesson plan", "Chemical vials", "Smashed bottles", "Statement of the school caretaker"

B **Bedroom:** "L'avantcourer Journal", "Key"

Solution: For one too many years, Professor Frison had been working in the shadow of his friend and colleague Professor Marcel at the chemistry department of Chemical Science School Eustache du Gary. When Marcel published an essay in the L'avantcoureur Journal that supported Antoine-Laurent de Lavoisier's discrediting of the Phlogiston Theory of Combustion and publicly refuted Frison's own theories, Frison's hidden jealousy hit breaking point. Frison had only a few weeks prior published a paper supporting Phlogiston Theory. Knowing that Professor Marcel was highly meticulous, Frison stole his lesson plan for the next day and learned he was using sulfuric acid in an experiment to make Diethyl Ether. Though this compound is flammable, **Frison** knew Marcel would be very careful with the mixture. So while Marcel was tutoring at night, Frison swapped out the lab's bottle of sulfuric acid and replaced it with nitric acid, a highly explosive chemical. He then re-labeled the bottle, having painstakingly studied Professor Marcel's handwriting. As a result, the next day Marcel inadvertently caused a minor explosion in his own classroom. Fatally injured, he dragged himself into the courtyard, all the while clutching a bible belonging to the Church of Saint Côme. Judging by his published feelings towards the church`s priest he seemed to be implying the church played a role in his death. The truth was much closer to home.

The Assassination of Jean-Paul Marat



Investigation Zones & Clues:

A **Marat's House:** "Jean-Paul Marat's body", "Empty Bottle of tonic", "Bloody knife", "The Friend of the People", "Statement of Jacques-Louis David", "List of Girondin traitors", "Letter from Charlotte Corday"

B **Prison:** "Statement of Albertine Marat", "Statement of Jasper Lasalle", "Statement of Simmone Evrard", "Statement of Charlotte Corday", "Statement of Theron Brignac"

C **Hotel:** "Letter from Charlotte Corday", "Plutarch's Parallel Lives"

D **Sewer:** "Letter from Simmone Evrard", "Corpse"

E **Shop:** "Statement of Dominique Bûches"

F **Street:** "Statement of Jacqueline Perel", "Statement of Madeline Leclair", "Statement of Chantelle Naves"

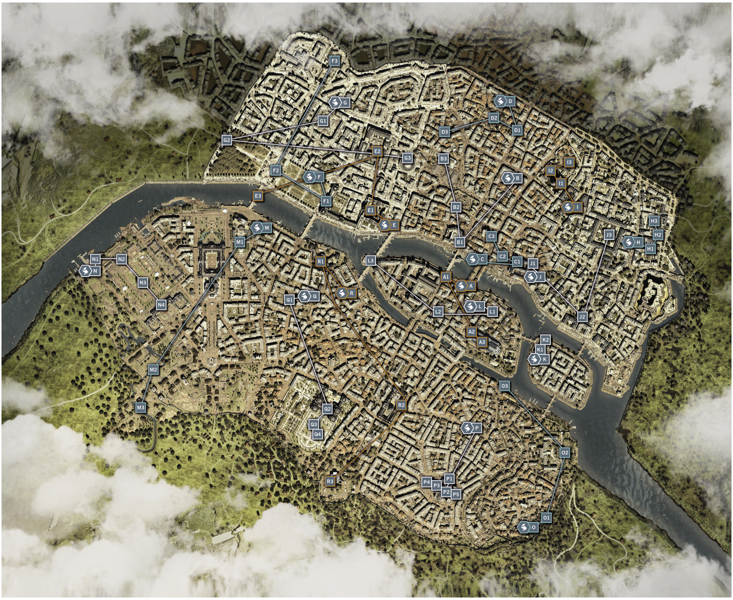
G **Merchant Stall:** "Statement of the merchant", "Providence Hotel Handbill"

H **Apothecary Stall:** "Statement of the apothecary"

Solution: Jean-Paul Marat's revolutionary newspaper, "The Friend of the People," outraged many in France. Being an outspoken Jacobin supporter, he had no shortage of enemies. This included **Charlotte Corday**, a minor aristocrat from Caen. She had aligned with the Girondists and had grown to believe Marat was radicalizing the revolution with his inflammatory newspaper. Believing France could descend into civil war, she decided to assassinate Marat in an attempt to prevent more bloodshed. She visited his house claiming to have a list of Girondist leaders for Marat to examine. Marat invited her upstairs, where he was soaking in a tub to soothe a persistent skin condition. Corday listed off fake Girondist names and Marat began to scrawl them down quickly. Corday seized the opportunity and pierced his heart with a blade, killing him almost instantly. Corday wanted to inflict confusion and fear among the Jacobin ranks and it worked. Despite the inevitable noise of clues and suspects that surrounds any high-profile murder, the truth was deceptively simple for those who cared to look close enough. The list of Girondist names provided by Corday contained a basic code that pointed to the Hotel Providence. Inside one of the rooms was a hand-written confession by Corday that claimed, "I kill one man to save 100,000".

Side Quests

Nostradamus Enigmas



Nostradamus Enigmas are scattered throughout Paris, with each quest starting point represented by the ◈ icon. These are revealed when Arno approaches the starting position. Each Enigma quest involves finding symbols that appear directly in the environment (on the ground, on a wall, on a statue, and so forth) through Eagle Vision.

Each symbol offers you a riddle which, once deciphered, leads to another symbol and riddle until you locate the final symbol. As a general rule, all clues for the same Enigma can be found within a limited area, usually a relatively small-size neighborhood, though some span an area larger than a single district. Most riddles refer to famous landmarks, represented by the 📍 icon in the game. Make sure you synchronize all Viewpoints to reduce the difficulty of your search and to make navigation much easier.

You will also find hints and historical background on many landmarks in the in-game Database if you unlocked the corresponding entries by exploring the city.

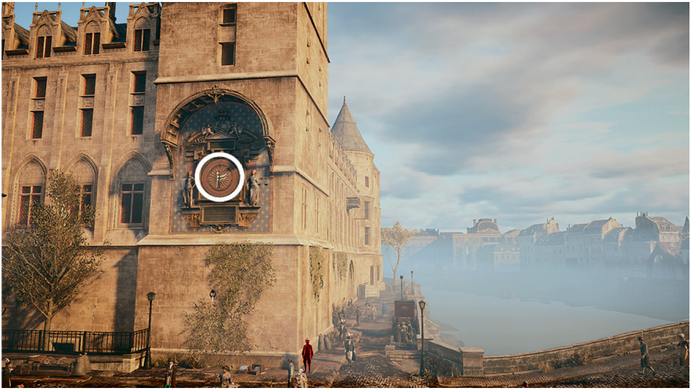
In the event that you are completely stuck, we offer an explanation of the meaning of each riddle to enable you to make sense of it, with icons referring to the overview map on this double-page spread. If you find yourself in the general vicinity of a symbol but cannot locate it, a glance at the accompanying screenshot will suffice to point you in the right direction.

Interacting with the final symbol of each Enigma rewards you with a Fragment. These collectibles can be used in a secret room of the Café Théâtre, in the mansion's basement.

Enigma Solutions

A Saturnus/Constellatio #3

A1



Riddle

I wield two blades,

Flanked by Justice and Law.

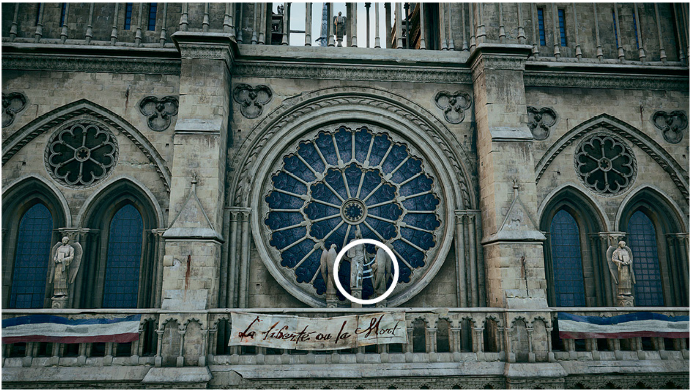
I strike true and fair, hour by hour,

For monarchs and peasants alike.

Solution

This points to the famous clock on the Boulevard du Palais on Ile de la Cité. The "two blades" refers to the two hands of the clock. "Flanked by Justice and Law" refers to the two statuettes that represent Justice and Law. "Strike true and fair, hour by hour" refers to the striking of the hour.

A2



Riddle

Encircled by 24 petals of light,

Our Lady of the Rose watches, silent as stone,

O'er believers below.

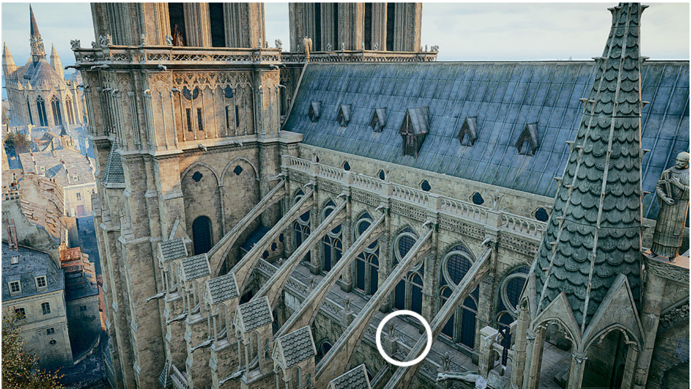
Look to the Lady lit by the setting sun.

Look to the blossoming rose.

Solution

"24 petals of light" refers to the glass petals in Notre Dame's rose window. "Our Lady" refers to Notre Dame. "The setting sun" points to the west side. The symbol is found at the base of Notre Dame's rose window, on the cathedral's west side.

A3



Riddle

Stay with Our Lady, standing between flowing waters.

Count one for each book of the Pentateuch from rose to transept.

Five arches, five wide-open eyes, five nightmares.

The last sits atop our treasure:

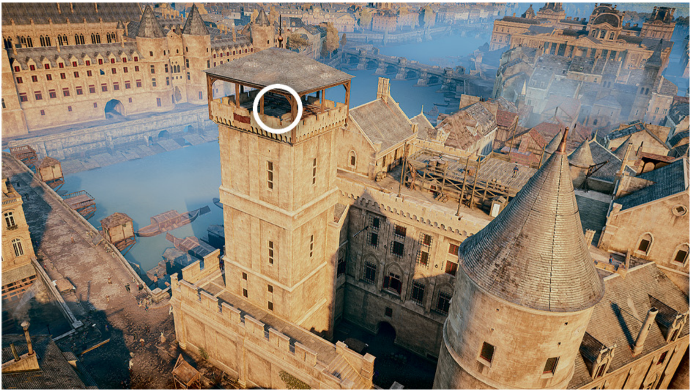
The gate to the infinite.

Solution

Still at Notre Dame (“between flowing waters” means between the two branches of the Seine, in other words on Ile de la Cité), climb the south face of the cathedral and count five arches back (“one for each book of the Pentateuch”). Each arch also corresponds to a gargoyle with wide-open eyes. The final symbol lies beneath the fifth arch, on the upper level.

B Leo/Astri #4

B1



Riddle

Above the dark shadows

Of the erstwhile bastion,

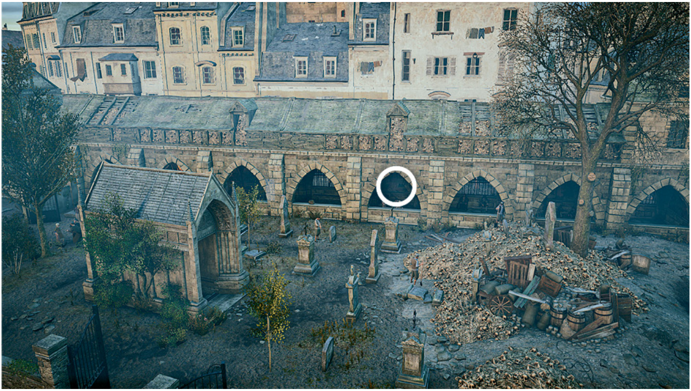
The tall square Sentinel silently watches

The 9th month spill his blood.

Solution

This riddle points to the Grand Châtelet (southwest of your starting position), an “erstwhile bastion” because it was originally a fortress. The “tall square Sentinel” is the distinctive square tower, at the top of which the symbol is found. The mention of “9th month spill his blood” refers to the September massacres, during which the prisoners of the Châtelet were killed.

B2



Riddle

The martyrs of Herod,

In their ageless temple,

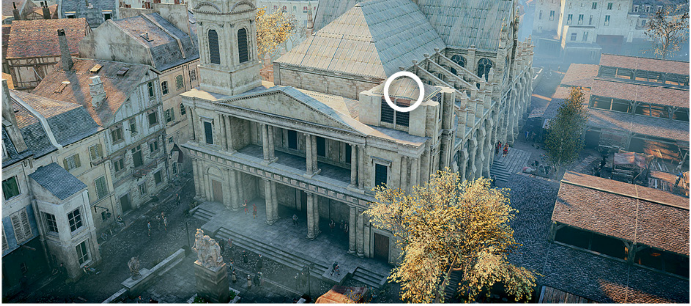
Haunt the alchemist’s tones,

With their macabre, soundless dance.

Solution

This riddle points to the Cemetery of the Holy Innocents (the “Martyrs of Herod”), a few steps to the north of the Grand Châtelet. The cemetery was partly funded by alchemist Nicolas Flamel, hence the reference to “Alchemist stones”. A macabre dance mural is visible in the south gallery (hence the reference to a “macabre, soundless dance”): this is where you will find the symbol.

B3



Riddle

In the Belly of the World,

The Saint of the Holy Stag

Still waits for his Austral hand

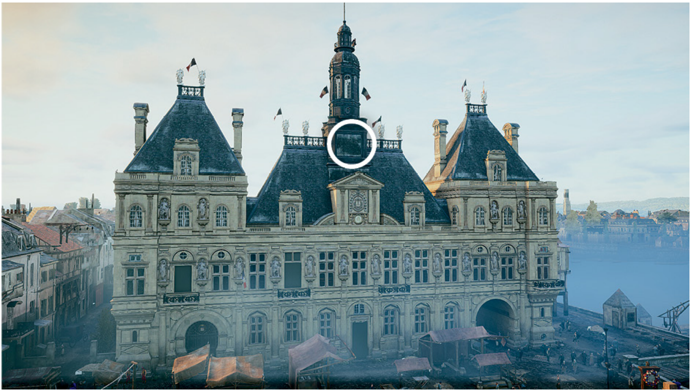
To reach the godly heavens.

Solution

This riddle points to the nearby Église St. Eustache. "Belly of World" refers to Ventre de Paris (literally "The Belly of Paris") where the church is located. The original symbol of St. Eustache includes a stag deer with a cross, hence the mention of the "Saint of the Holy Stag". "Austral hand" points to the south. The symbol is found at the top of the southwest bell tower.

C Capricorn/Vaporis #6

C1



Riddle

Erudite Rulers of thy façade

Stone-faced before the blood of executions

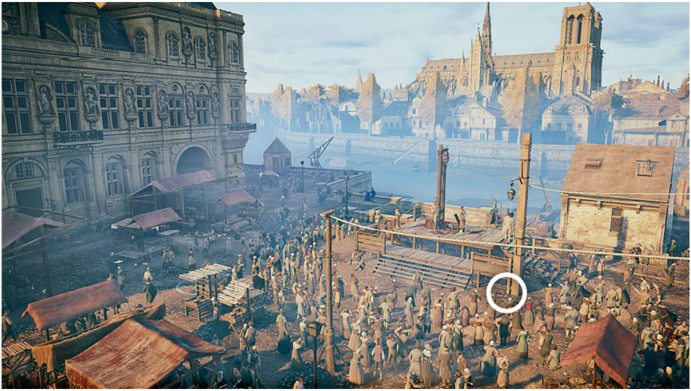
One day you will quiver and quake

As your insides blaze in fury.

Solution

This riddle points to the Hôtel de Ville: the symbol is found above the main entrance's pediment. The main clue is that the busts along the front of the building gaze at the guillotine. In addition, the landmark's interior was set on fire in 1871.

C2



Riddle

"A ça ira, ça ira, ça ira," will resound,

A dire Twist of fate,

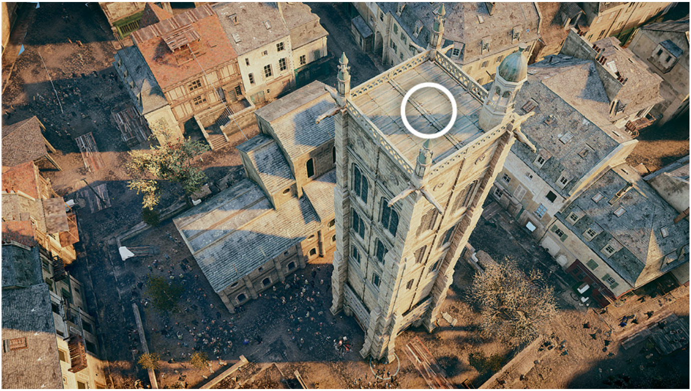
To dispel darkness no more

Now to break the necks of many.

Solution

This riddle refers to a famous revolution song ("Ah! Ça ira!") that describes aristocrats being hung at lamp posts. It points to a lantern from which a man is hung, in front of the Hôtel de Ville. The symbol is at the lantern's foot. The lantern is thus no longer used as a lantern, but as a gallows, so it "dispels darkness no more".

C3



Riddle

Orphan tower, what has become of the rest?

The start of a pilgrim's journey.

Shreds of memories hang from the chimeras beaks:

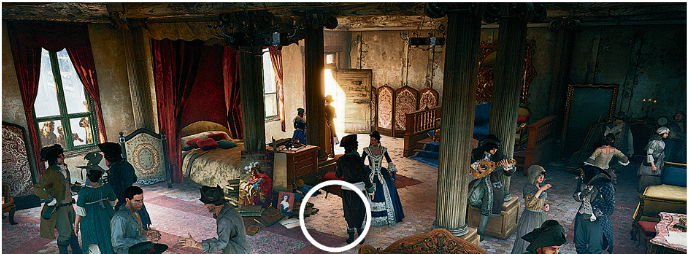
This one, pressure of the atmosphere. The other, alchemy.

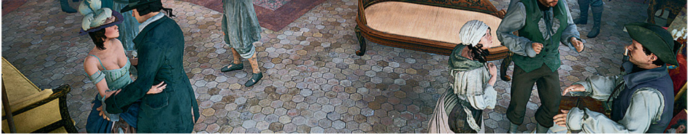
Solution

This riddle points to Tour St. Jacques, to the west. The symbol is found at the top of the tower. The tower used to be attached to a church, but only the tower remains (making it an "orphan tower"). Pascal may have conducted experiments in atmospheric pressure here, and the alchemist Nicolas Flamel is buried here.

D Virgo/Astri #2

D1





Riddle

In the Sanctuary of Sins,

Light and shadow dance,

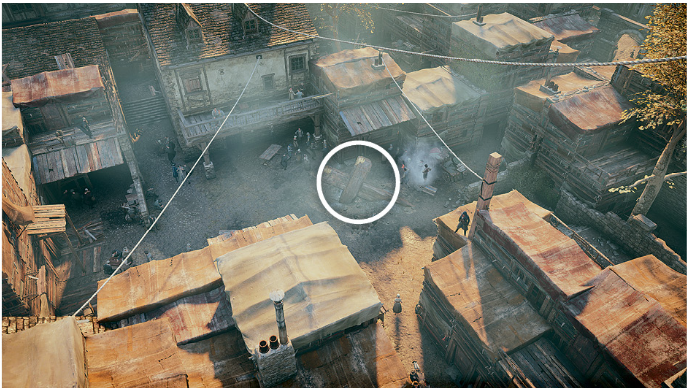
And the Ignoble Nobleman

Defines his actions with his name.

Solution

This points to the house of the Marquis de Sade (a few steps to the east of the Cour des Miracles), the “Ignoble Nobleman” whose name is the origin of the term “sadism”. The symbol lies on the ground of the house’s ground floor.

D2



Riddle

Lying in the filth,

The fallen Godly symbol

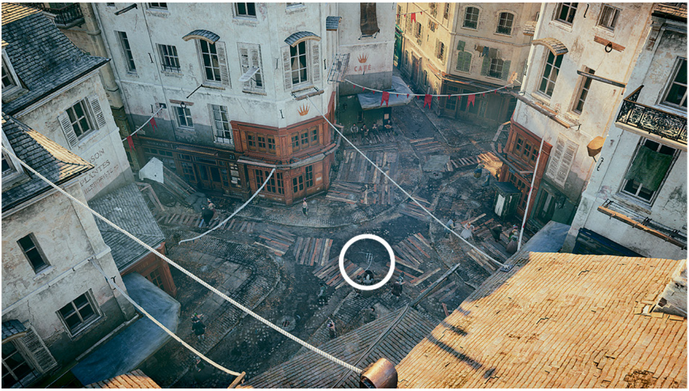
Lights the heresies

Of the False King’s Court.

Solution

This points to the large, damaged wooden cross ("the fallen Godly symbol") that fell in the middle of the Cour des Miracles (the "False King's Court").

D3



Riddle

The familiar cross-road,

Where decadence is sold.

The sadness of the seller,

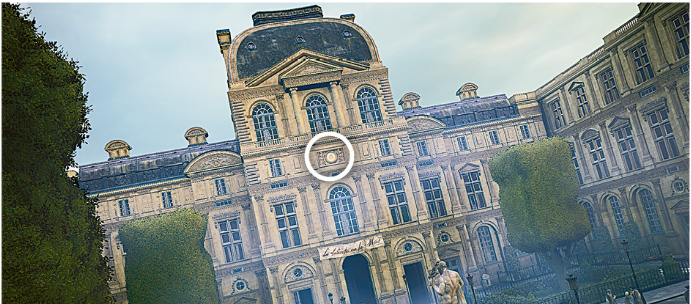
Obscured by rouge.

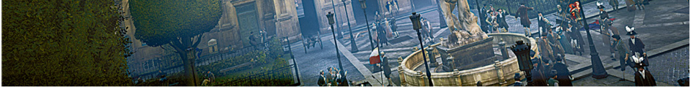
Solution

This refers to the prostitutes' corner, represented by a landmark icon to the southwest of Cour des Miracles. The symbol is found on the ground, at the crossroad of all the streets.

E Aries/Vaporis #3

E1





Riddle

A once-Auguste palace

Become a shelter for the beautiful,

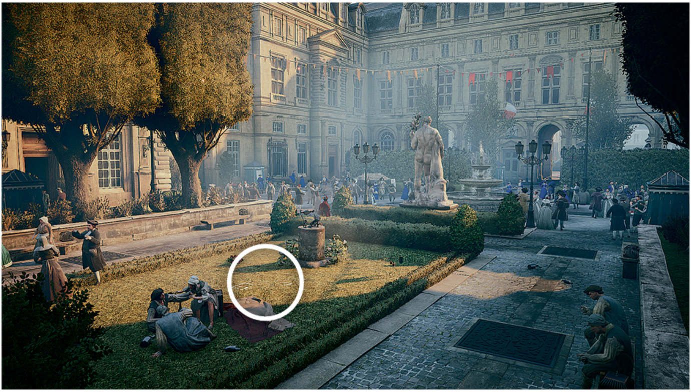
The days of sovereigns tick along,

Up to, but not beyond, Louis.

Solution

This points to the small clock ("tick along") overlooking the courtyard in the Louvre (on the landmark's west side). "Once-Auguste" refers to the fact that building of the Louvre begun with Philippe II, known as Philippe Auguste. "A shelter for the beautiful" refers to the fact that the Louvre is now a museum of art. Louis XVI is the last sovereign to have lived there.

E2



Riddle

By the spirit of Égalité

The Citoyen is welcome in a royal garden

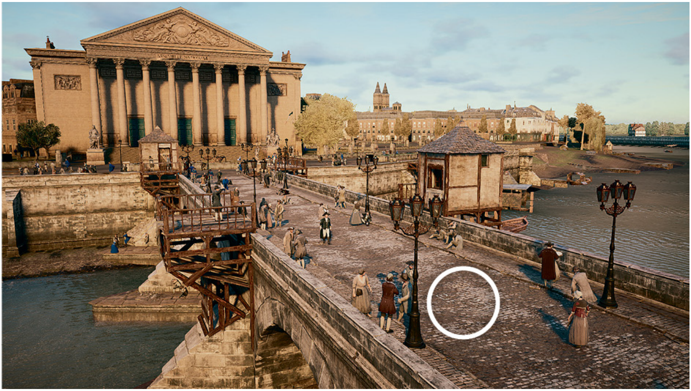
Where the mighty Helios ignites daily

Man's most destructive power.

Solution

This points to the small noon cannon in the middle of the Palais Royal gardens, just behind the central statue. The cannon is ignited by the sun's rays through a magnifying glass at midday. "Égalité" is a reference to Philippe Égalité, who owned the Palais Royal in the 1780s. He redesigned the gardens and the surrounding structures with arcades featuring cafés, restaurants, salons and shops. Once open to the public, this entertainment complex became very popular and was frequented by many Parisians, aristocrats and lower classes alike ("Citoyen"). During the revolution, the Palais Royal was even renamed "Palais Égalité". The symbol is found on the ground, at the foot of the noon cannon.

E3



Riddle

From the stones of a fortress breached,

A Concord built to span the divide

From where the minds of men gather

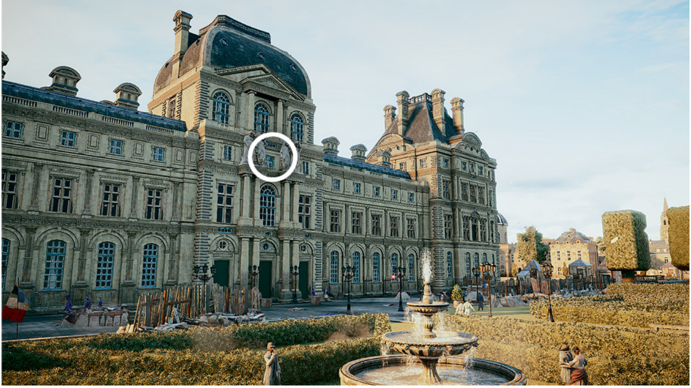
To where their necks are severed.

Solution

This points to the Pont de la Concorde, a bridge that spans between the Palais Bourbon (home of the National Assembly, "where the minds of men gather") and the location of the guillotine ("where their necks are severed"). The bridge was built with the debris of the Bastille ("stones of a fortress breached"). The symbol lies in the middle of the bridge.

F Libra/Vaporis #7

F1



Riddle

Palace once divided, united by the fourth Henry.

Stone Couples salute their doomed King

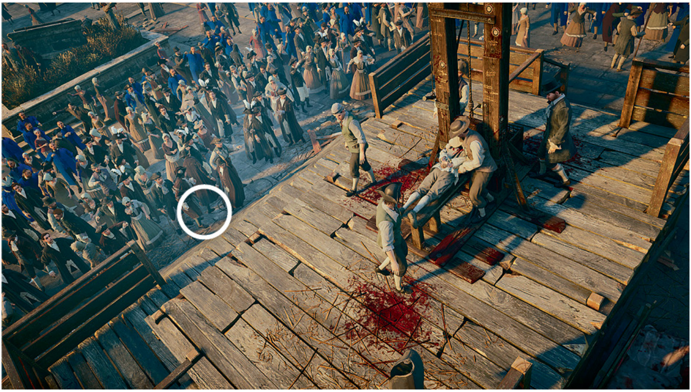
For his final walk along the trees,

King once united, divided by People's will.

Solution

This points to the Tuileries Palace, which was once separate ("divided") from the Louvre, but "united" by Henry IV. The symbol is found between the two pairs of statues (the "stone couples") above the main entrance.

F2



Riddle

Last Ray from the Sun

He lost a son and parted from another.

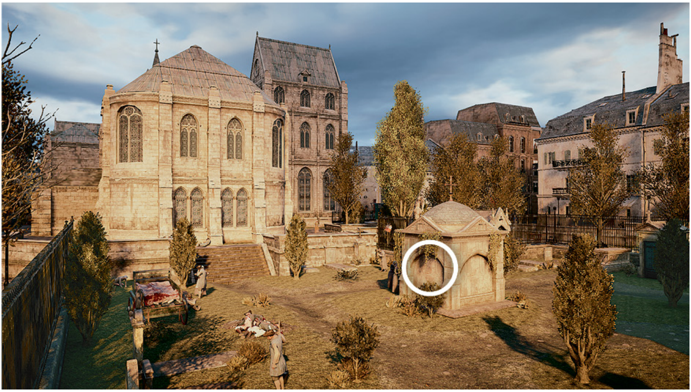
Cobblers, soldiers, statesmen and whoresons,

Cheer the window’s close, blotting out the sun.

Solution

This points to the guillotine on Place de la Concorde. The “Last Ray from the Sun” is Louis XVI, last descendent of the Sun King (Louis XIV). The “window” is a slang term for the blade of the guillotine. “Cobblers, soldiers, statesmen and whoresons” refers to the people. The symbol lies on the ground, in the middle of the crowd, at the foot of the guillotine’s east side.

F3



Riddle

The Magdalen looks towards Death

And watches the precession, unblinking,

And thus unmoved, she keeps her back

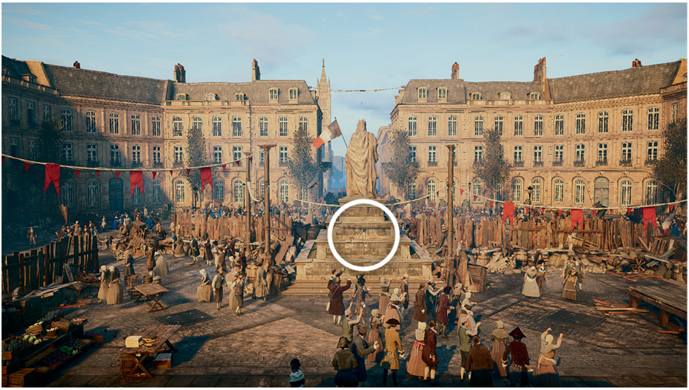
Toward the Interment of her King.

Solution

This points to the graveyard behind the Church of the Madeleine (which “keeps her back”), where Louis XVI was buried. It “looks toward Death” because it faces the guillotine on Place de la Concorde, to the south. The symbol is found on a wall of the small mausoleum in the middle of the graveyard.

G Venus/Astri #3

G1



Riddle

Built in tribute to the Sun,

A square resplendent in nobility

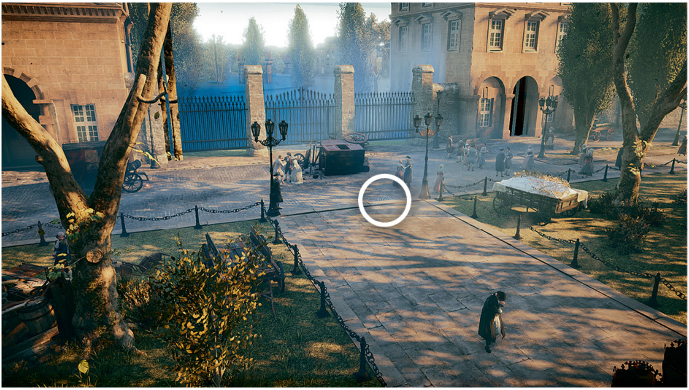
Three colors brightens four walls

Now bedecked with liberty.

Solution

This point to Place Vendôme ("a square" in "four walls"), which was built in tribute to the Sun King (Louis XIV) for the noble classes, but was used by the revolutionaries ("now bedecked with liberty"). The symbol is found behind the statue in the center of Place Vendôme, which holds a French Tricolor flag ("Three colors brightens").

G2



Riddle

Those wishing to enter Elysium's Fields

Must first pay the Farmers their toll

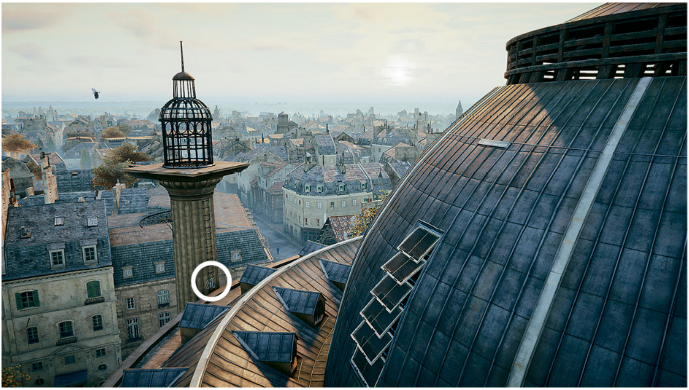
To pass through the Western Gate

Where Triumph will soon stand tall.

Solution

This points to the western end of Champs-Élysées ("Elysium's Fields"), where stands a gate originally erected by tax collectors, which would eventually be where the Arc de Triomphe is found ("where Triumph will soon stand"). The symbol is found on the ground, at the foot of a lamp post that faces the gate (a few steps from a knocked-over cart).

G3



Riddle

A most Magnificent tower,

His great grand-daughter fashioned

To surveil her subjects and the heavens

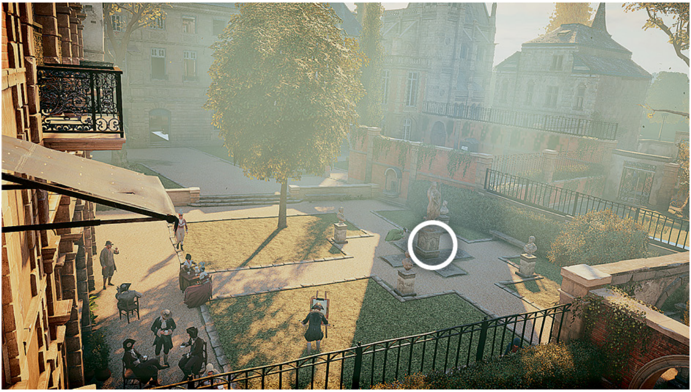
'Twixt Sun and Earth encaged in iron.

Solution

This points to the Medicis Tower, by Les Halles. Lorenzo de Medici was called the "Magnificent". His great-grand-daughter, Catherine de Medici, is famous for her interest in astrology and the Medici Tower she had built with an iron cage at the top. The symbol is found at the back of the tower, at the foot of the ladder that leads to the iron cage.

H Terra/Constellatio #2

H1



Riddle

Hedged in her garden,

A wingéd-warrior stands,

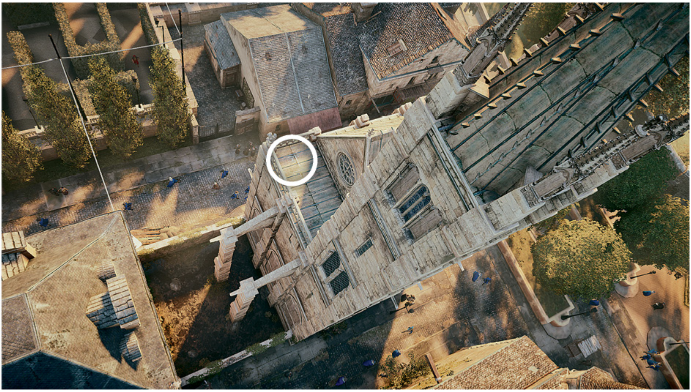
Unmoving and unmoved,

At the cross's very heart.

Solution

This refers to the statue of an angel with wings holding a spear, which stands in a French garden with hedges to the north of the Bastille. The statue is visible from the Enigma's starting point (look to the east), at the heart of a small cross-shaped pedestal.

H2



Riddle

Forever more,

The warrior fights her ceaseless battle.

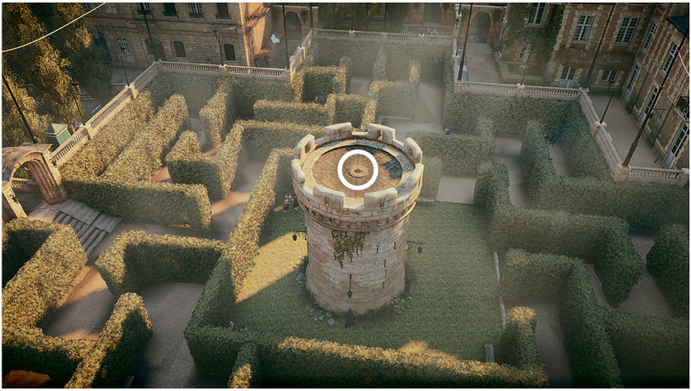
She takes aim, her steady spear

Poised against the demons.

Solution

This refers to the church towards which the angel's spear points. Examine the floor by the gargoyle ("demon") that sits next to the church's roof.

H3



Riddle

To be punished or to be amused,

The green heritage of Daedalus

Sees the lofty Bishop looming

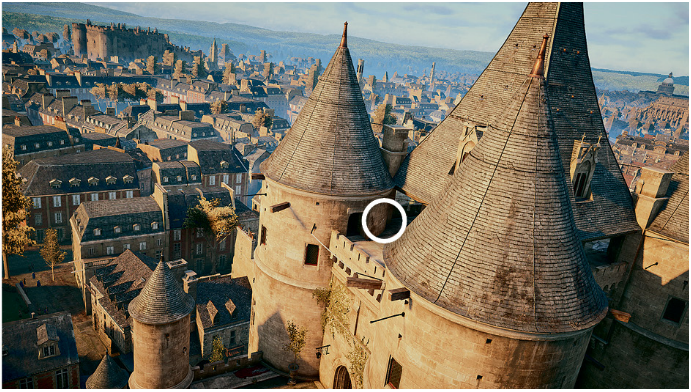
Over the resting Rook.

Solution

This refers to the nearby tower (north from the gargoyle) that looks like a "Rook" chess piece. It stands in the center of a hedge maze ("The green heritage of Daedalus"). The symbol lies on the tower's roof.

Aquarius/Vaporis #5

I1



Riddle

The Poor fellow-soldiers of Christ,

Atop their Stone Dungeon,

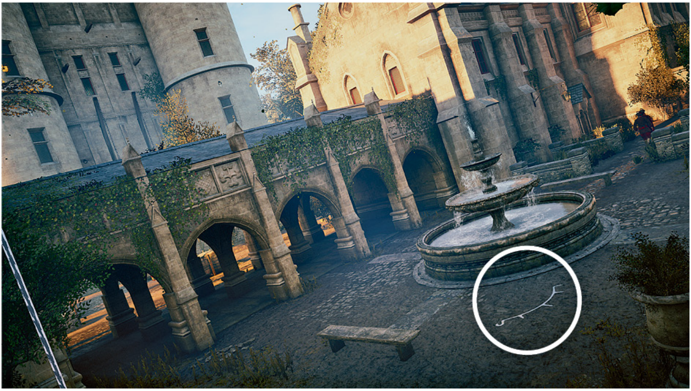
Marked their allegiance

In Jerusalem’s Direction.

Solution

This points to the Temple’s easternmost tower, east being the direction that Templar crusaders (“fellow-soldiers of Christ”) headed towards (“Jerusalem”). The symbol is found at the top of the tower, on the wall just below the roof.

I2



Riddle

At the source of life,

The Full-Moon shaped basin

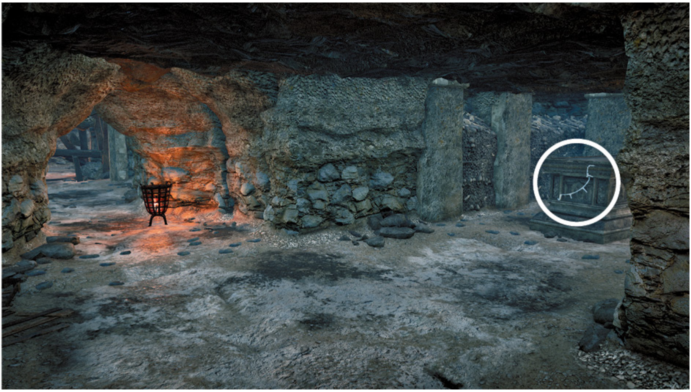
Quenches the thirst

Of Solomon's defenders.

Solution

This points to the fountain outside the Temple, a few steps away from the front entrance. The symbol is on the floor, right by the fountain.

13



Riddle

In the entrails of the Earth,

Between the twin flames,

Lies The Final resting place

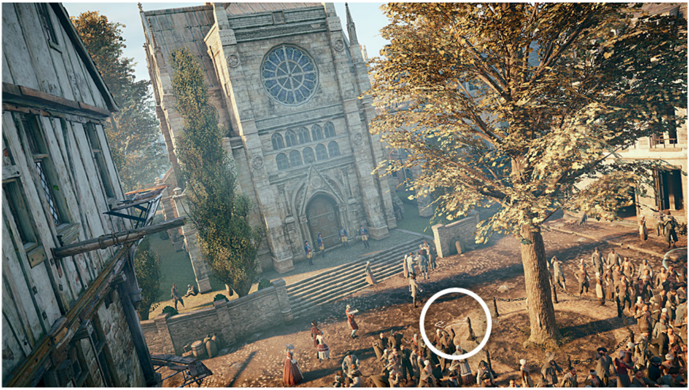
Of the first Grand Master.

Solution

This points to a sarcophagus found deep inside the Temple's crypt. You can access this crypt from the Temple's graveyard (a short walk to the south of the Temple). You have to slide beneath a wooden structure on the way.

J Scorpio/Constellatio #4

J1



Riddle

At the foot of the Saint Twin Brothers,

The Tree of Justice

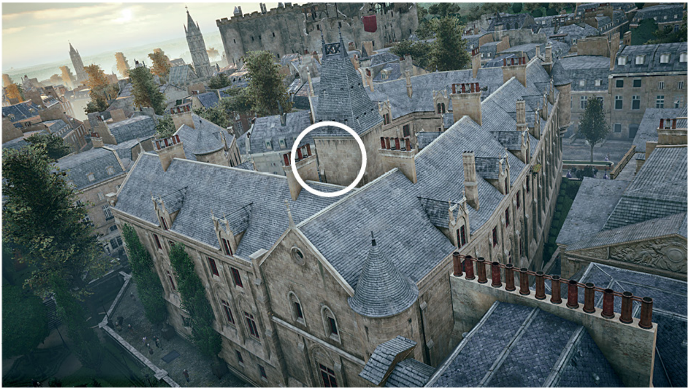
Plunges its ancient roots,

Scarred by heavenly wrath.

Solution

The “Saint Twin Brothers” refers to the dual-saint Church of Saint-Gervais-Saint-Protais, where the quest start marker is found. Look for an ancient elm tree a few meters to the west, where a judge dispensed justice in medieval times. The clue is on the floor, at the foot of the tree.

J2



Riddle

Sanctuary of Bishops by birth,

Stronghold of knowledge for life,

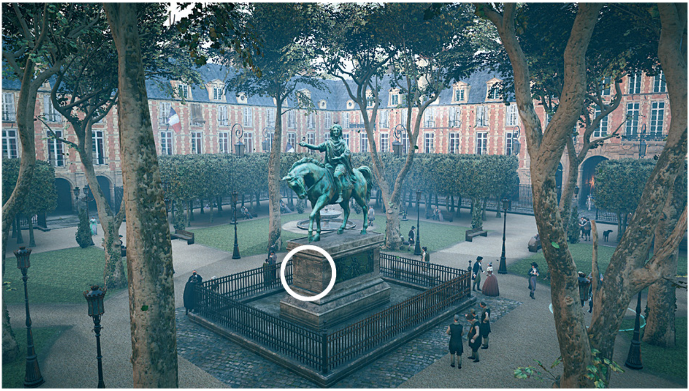
The stoney edifice

Fools the senses by its name.

Solution

This refers to Hôtel de Sens to the east (“fools the senses by its name” being a pun on “Sens”), originally owned by the archbishops of Sens, and now host of a famous library. The symbol is found at the back of the only square tower, just below its rooftop.

J3



Riddle

A square with shifting name,

Replaced a field where sovereign

Was felled from horse.

Now arches enclose trees

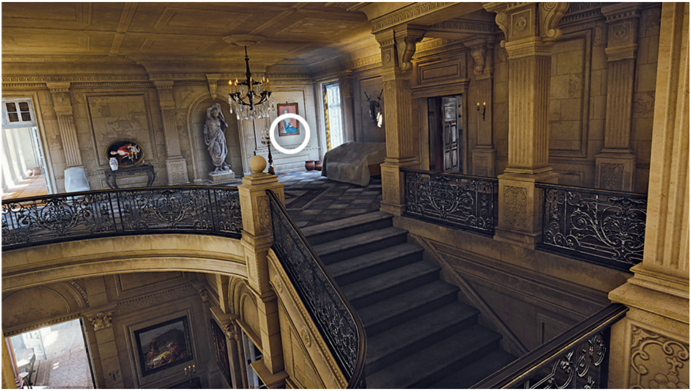
Where a bronze horseman waits.

Solution

This refers to Place des Vosges to the North. “Shifting name” refers to the fact that the Place has had many different names. “Sovereign felled from horse” refers to the nearby field where Henri II was killed. The “bronze horseman” refers to the central statue, destination of this Enigma.The symbol is found on the statue’s pedestal, right below the horse’s head.

K Mercurius/Constellatio #1

K1



Riddle

The lady of the domicile

Judges comings and goings

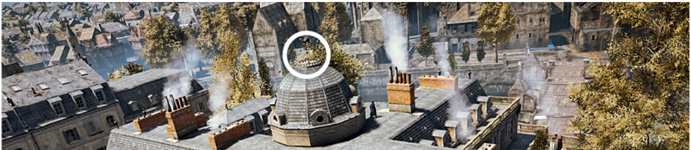
From her couch-like throne

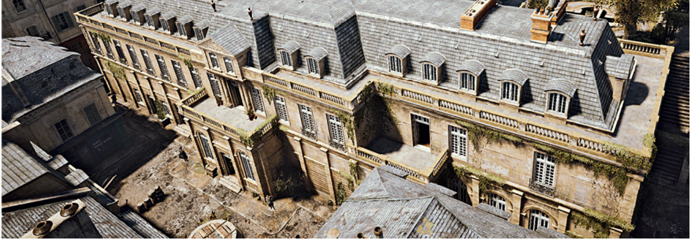
At the top of the stair.

Solution

This points to the painting of a lady that is hung close to a couch, near the upper end of the main stairway inside the mansion that hosts the Café Théâtre.

K2





Riddle

Lowly sinners, as each we are,

Aspire to the domed heav’ns.

Fickle fate points beyond,

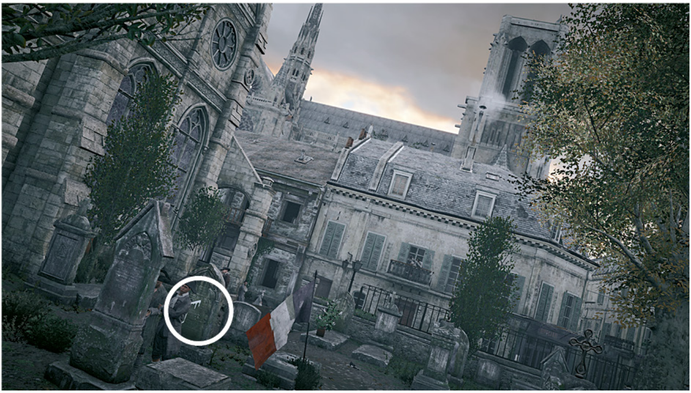
Where a supine city Beckons.

Solution

This points to the weather-vane (“fickle fate points”) at the top of the dome, on the rooftop of Café Théâtre.

Mars/Astri #1

L1



Riddle

In a peaceful field sewn with stones

A wingéd watcher waits.

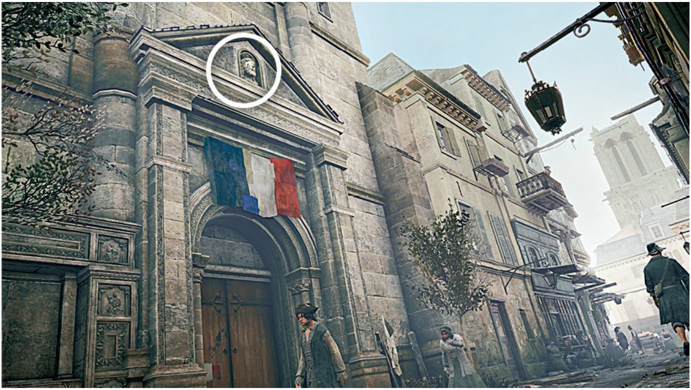
Her gentle gaze graces all souls,

Follow to the resting place.

Solution

This refers to a statue of an angel in the graveyard to the north of Notre Dame. The clue can be found where the angel is looking – on a tomb in front of the angel.

L2



Riddle

Notre Dame Cathedral looks over her daughters,

One snuggled between dame and Sainte-Chapelle.

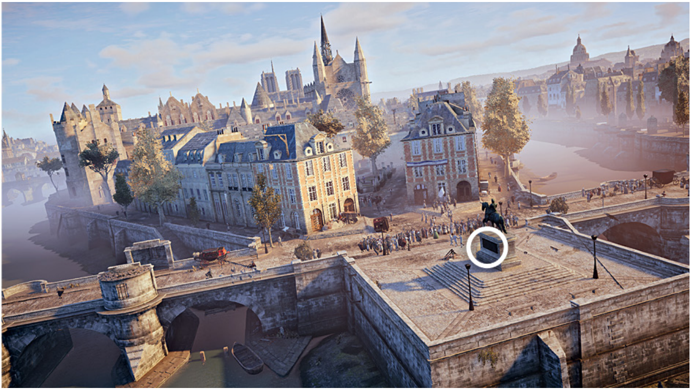
There, the face of the Son

watches o'er his flock.

Solution

“Daughters” refers to smaller churches close to Notre Dame, on Ile de la Cité. The “face of the Son” refers to a stone carving of the Christ above the entrance gate of the church between Notre Dame and Sainte Chapelle. This stone carving is where you will find the symbol. There's a Tricolor flag just below it, which can help you locate it.

L3



Riddle

Beyond a Dauphine, the blue ribbons

Diverge, making way for man and beast.

An assassin's victim struck a shrewd bargain

To acquire a city.

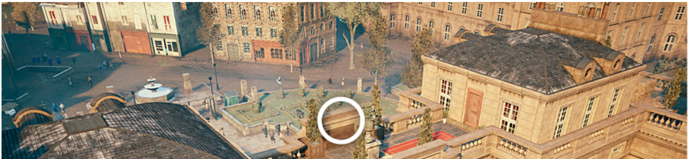
The treasure lies beneath the mount.

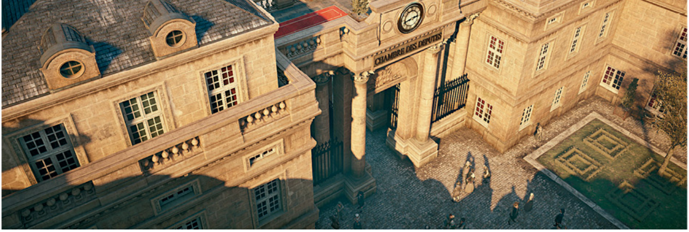
Solution

This refers to a statue of Henri IV on a horse, beyond Place Dauphine, where the river splits into two branches ("the blue ribbons diverge"). Henri IV was assassinated after he converted to Catholicism with the famous phrase: "Paris is worth a mass". The symbol is found on the statue's pedestal.

M Jupiter/Vaporis #2

M1





Riddle

On the palace where,

Bourbon’s daughter lived.

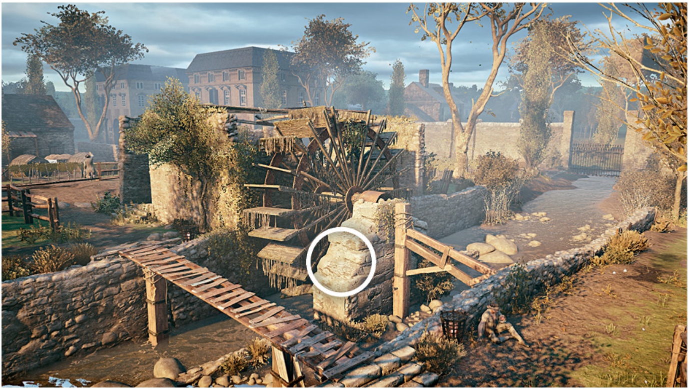
The assembly meets on,

A bridge facing South.

Solution

This points to the top of the Palais Bourbon’s south gate. The symbol is found just above a wooden bench.

M2



Riddle

Rich and poor face,

The wheel of time.

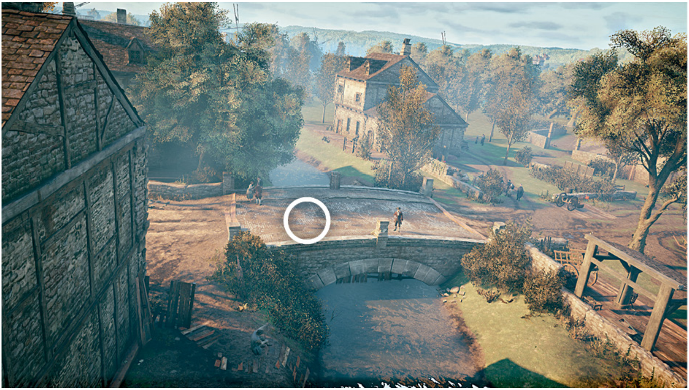
Travel South to cross,

The water of River Styx.

Solution

This points to a waterwheel to the far south. The symbol is found on a collapsed wall by the waterwheel.

M3



Riddle

Across the wall,

On the other side.

Souls cross the bridge,

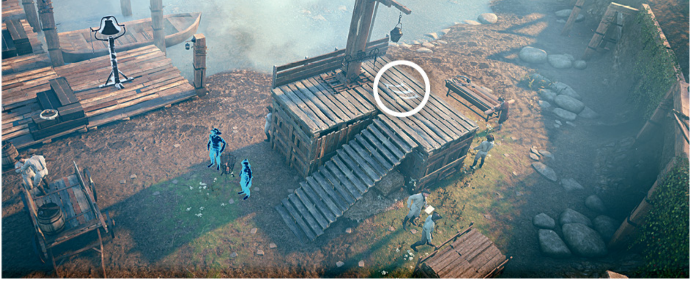
To Southlands beyond.

Solution

This points to the bridge to the southeast of the waterwheel. Simply follow the river across the city wall until you run into the bridge in question. The symbol lies in the middle of the bridge.

N Taurus/Astri #5

N1



Riddle

Sending signals through air,

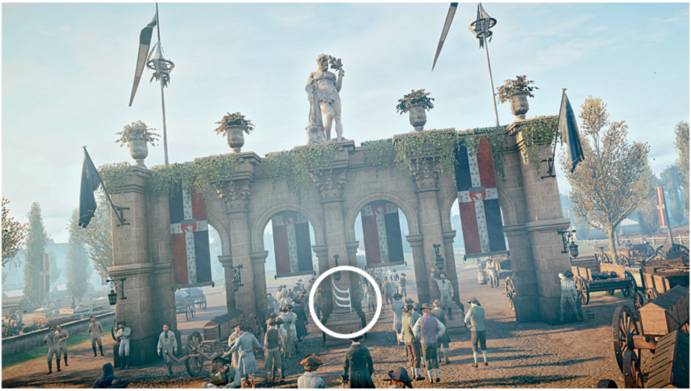
Made of wood and rope,

Chappe's friends took note.

Solution

This points to the wooden structure right outside the bridge where the Enigma's starting point is found. The structure is a specimen of Chappe's tower, the first telegraph device. The symbol is at its foot.

N2



Riddle

All men must walk,

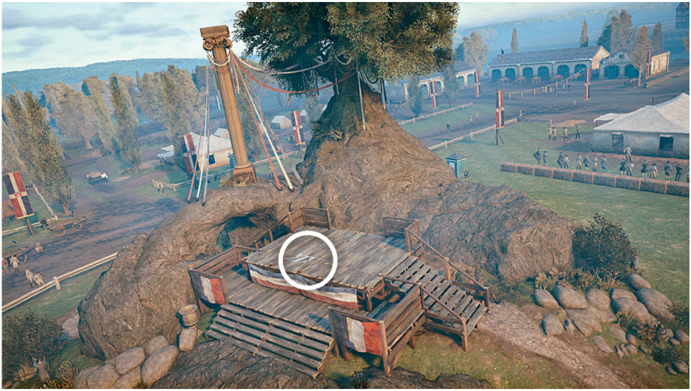
Through gates that lead,

To the fields of War.

Solution

This points to the central pillar of the gates leading into the Champ de Mars (the “fields of War”).

N3



Riddle

False idols celebrate,

On stage they entertain.

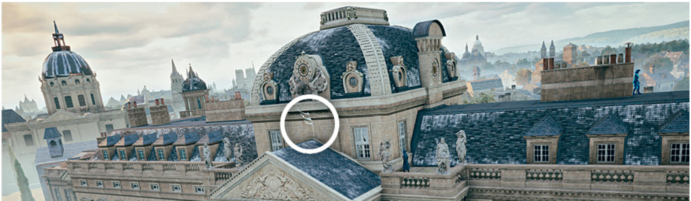
Supreme is the Being,

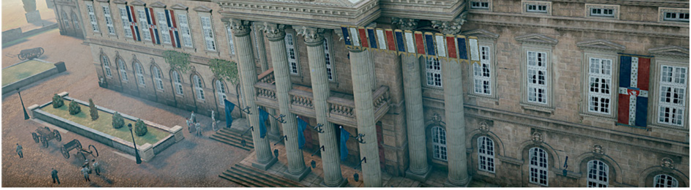
Who calls himself so.

Solution

This refers to the stage of the celebration of the Cult of the Supreme Being. The symbol is on the stage itself.

N4





Riddle

Schooled minds guide,

The tides of battles.

Over the shoulders of angels,

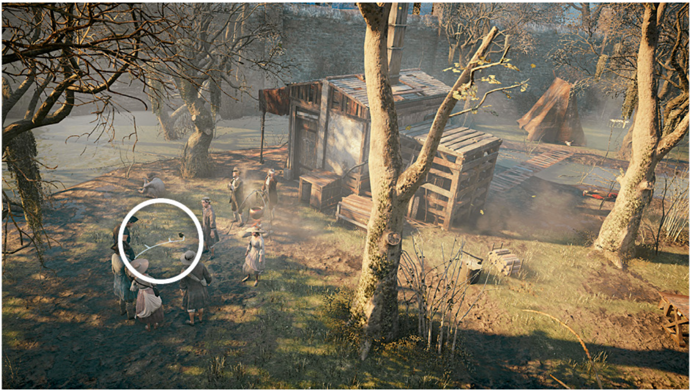
They watch the fields of War.

Solution

This points to the top of the front of École Militaire (just below the two statues), which “watches” the Champ de Mars.

Gemini/Vaporis #4

01



Riddle

At the edge of the capital

In the shadow of the wall

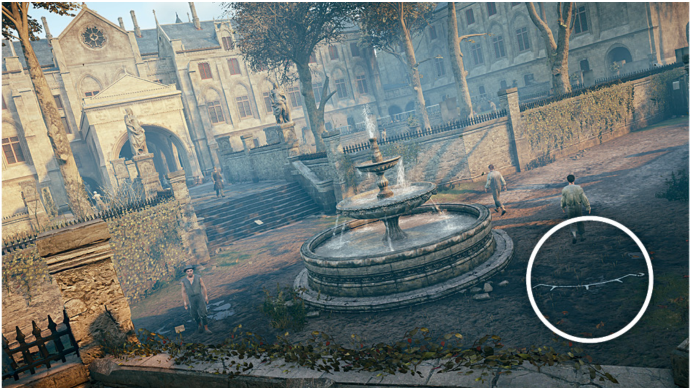
The swamp of sorrows

Burns the outcast's fire.

Solution

This points to the southeasternmost edge of Paris. The symbol is found directly on the ground in the swamp area, a few steps to the north of a chest.

02



Riddle

Where the dead rest,

Stone eyes watch.

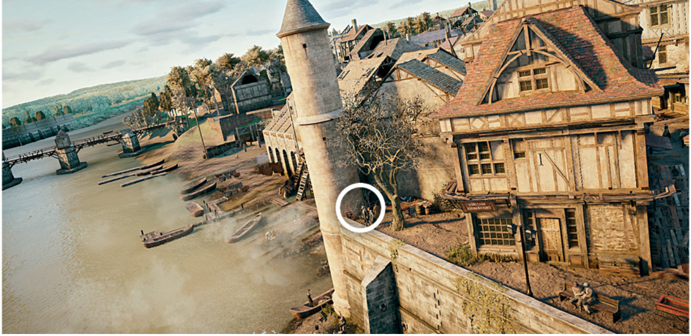
Vigilant guardians,

In death as in life.

Solution

This points to the fountain in the middle of the Hôpital de la Salpêtrière's courtyard. The symbol lies on the ground, one step away from the fountain's east side.

03



Riddle

In the fetid muck

Where the dark stream meets

Her flowing mother

You will find your goal

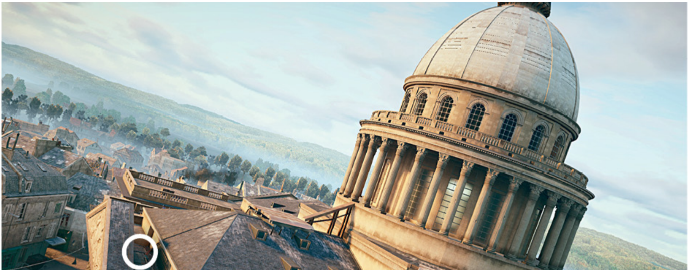
At the foot of the old tower.

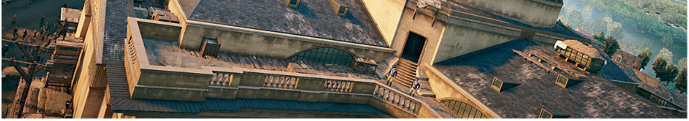
Solution

This points to the Seine river bank, at the northernmost point of the border between the Saint-Jacques and Saint-Marcel districts (opposite the southeast tip of Île de la Cité), where the Seine river merges (“Where the dark stream meets”). The symbol is found at the foot of the only tower in the vicinity, a few steps above the shore.

P Pisces/Vaporis #1

P1





Riddle

On the hill of St. Genevieve,

I have a Roman face.

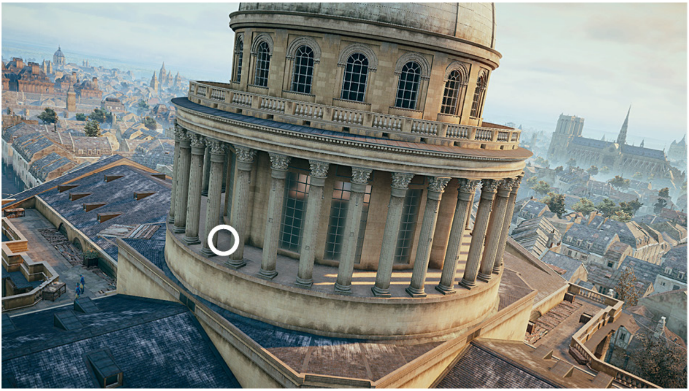
Clarion angels glide to

A peak on my North side.

Solution

This points to the triangular pediment roof on the northern face of the Pantheon. The symbol is found in the small passage just behind the pediment.

P2



Riddle

Like a halo you seek,

Rings within rings

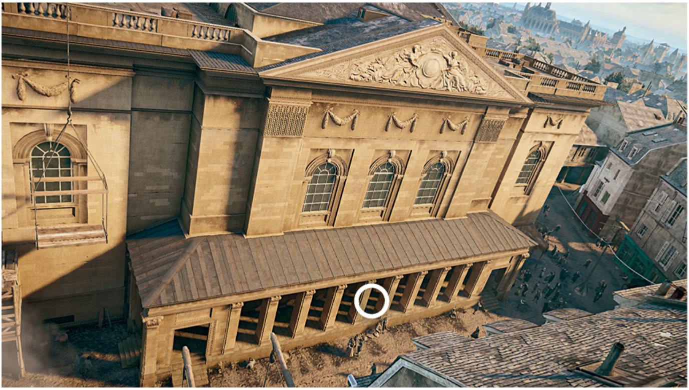
High atop the edifice,

The city lies below.

Solution

This points to the circle of columns on the Pantheon's roof. The symbol is on the south side.

P3



Riddle

Pillars support my face,

Hold the nation's dreams.

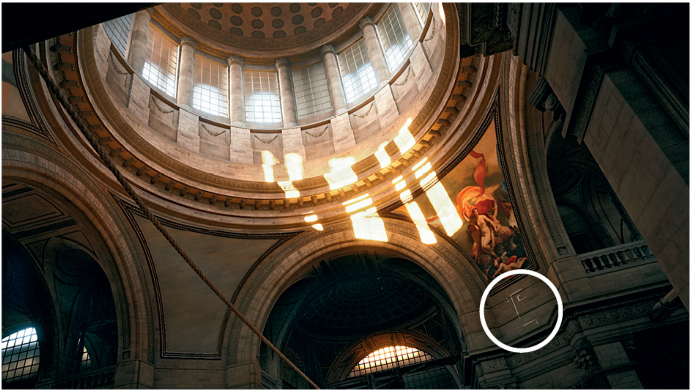
Square, not round, they,

Sit out of sight.

Solution

This points to a row of square pillars at the back of the Pantheon (east face). The symbol lies on the floor, in the middle of the passage.

P4



Riddle

My purpose changed,

I watch; high in the nave.

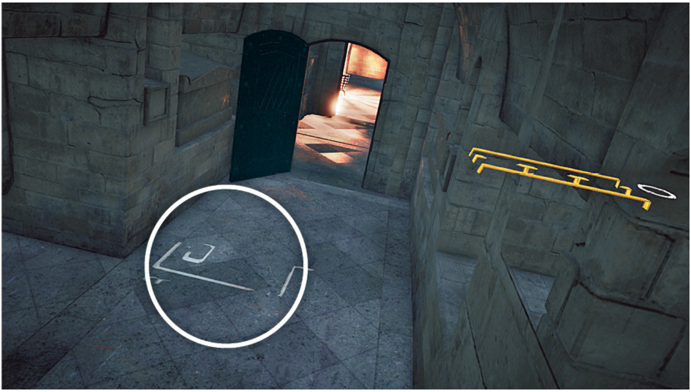
As secular heroes enter,

To replace those of heaven.

Solution

This points to the wall just below one of the paintings, high in the Pantheon's nave.

P5



Riddle

The remains of fame,

Lie amidst stale air.

The most famous of all,

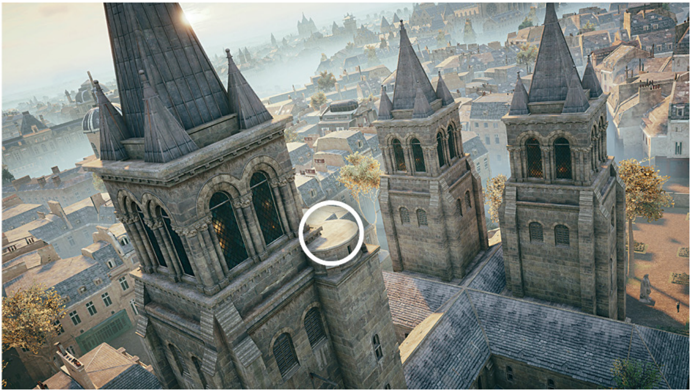
The tomb of Voltaire.

Solution

This points to Voltaire's tomb inside the Pantheon's crypt, in the west wing (guarded by two soldiers).

Cancer/Astri #6

Q1



Riddle

On a Church that will stand,

For a thousand years or more.

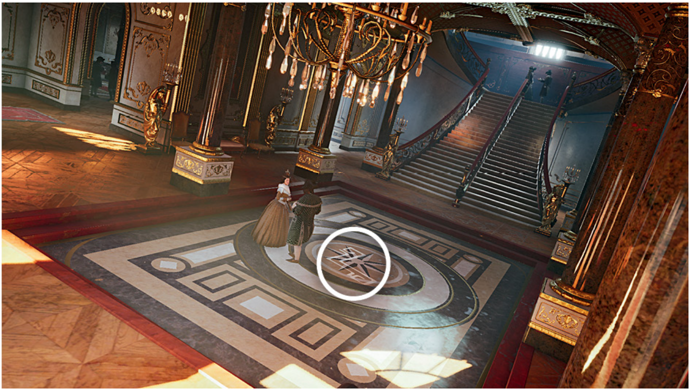
Three spires reach to heaven,

The truth lies on the tallest one.

Solution

This points to the tallest peak of St. Germain Church. The symbol is found on a small round platform.

Q2



Riddle

In the playground of the wealthy,

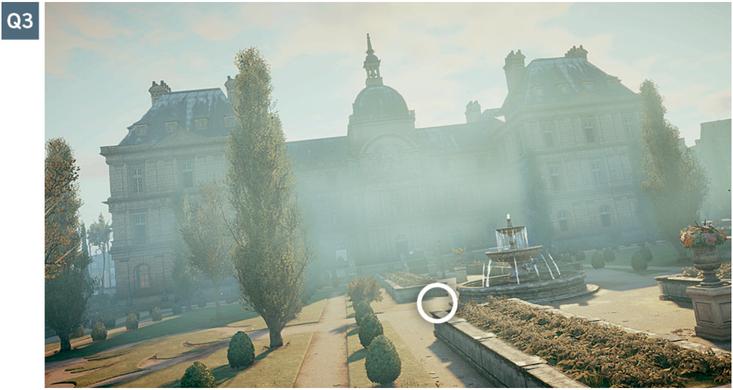
Assembled by the Medici clan.

The grand foyer will transport,

To the highest social ranks.

Solution

This points to the large foyer of the Palais du Luxembourg. The symbol is found on the compass pattern on the floor.



Riddle

The font of knowledge,

Plaything of angels.

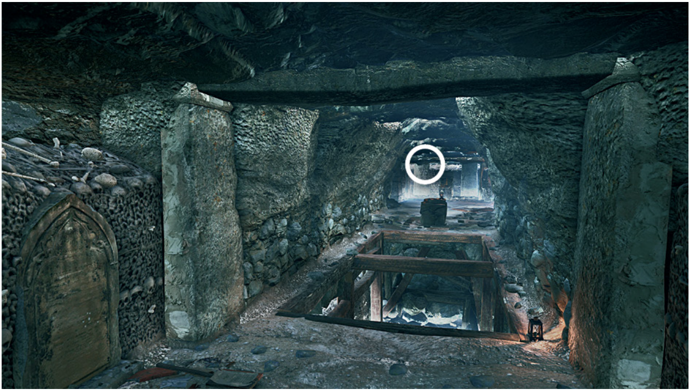
In the garden of life,

Man first learned Sin.

Solution

A “font” is a receptacle used for holding water for baptism, where wisdom is imparted. The term “fount of knowledge” is also used, and derives from “fountain”. The original sin as it is described in the bible occurred in the garden of Eden (where “Man first learned Sin”). This riddle points to a fountain out in the Luxembourg Gardens, south of the palace. The symbol is on the ground.

Q4



Riddle

Beneath your feet,

The rich hide their secrets.

The sundial counts days spent,

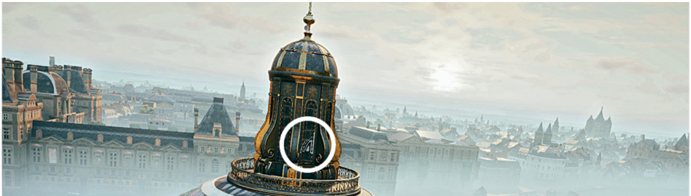
Amidst the worms and bones.

Solution

This points to the catacombs underneath the Luxembourg Gardens. The symbol is found on a wall, near candles, at the very end of the tunnel.

Sagittarius/Constellatio #5

R1



Riddle

Great minds reach for heaven,

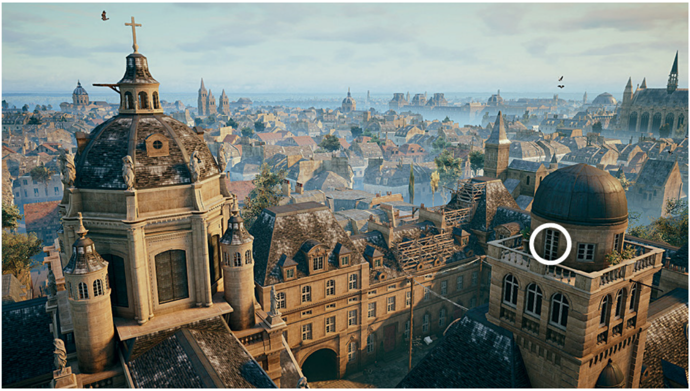
Men of the South gaze North,

Four Nations seek the truth.

Solution

This points to the top of the Collège des Quatre Nations. The symbol is found on the south face of the pinnacle structure.

R2



Riddle

Where the sun rises on,

The face of Robert's School.

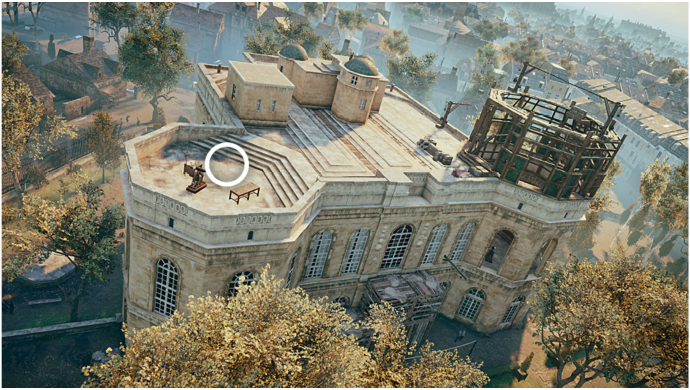
Eyes turn upward to the sky,

From a domed peak.

Solution

This points to the observatory on the east side of the Sorbonne (a college that was founded by Robert de Sorbon). The symbol is found between windows, just below the very top of the Observatory.

R3



Riddle

Far from the river,

Those men who observe,

Gaze up at the stars.

Solution

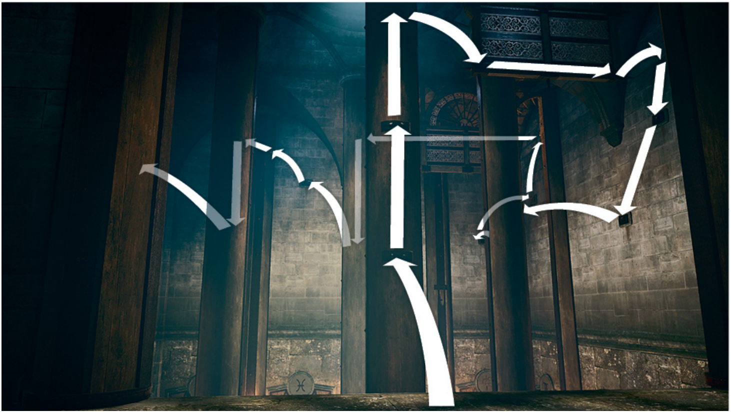
This points to the rooftop of the Paris Observatory, at the very south of the city. The final symbol is found at the foot of the telescope, in the southwest angle of the rooftop.

Puzzle Solutions

By obtaining Fragments from the Nostradamus Enigmas, you can gradually open the cage where the quest's ultimate reward is locked away, in the underground section of the mansion where the Café Théâtre is found.

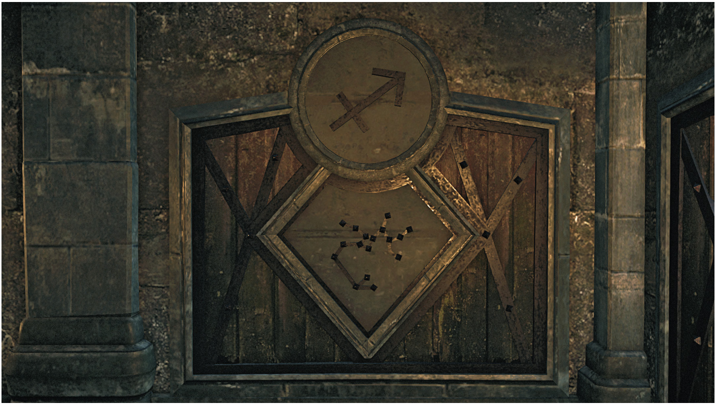
By reaching certain milestones in Fragment collection (4, 10, and all 18), you gain access to new rooms where you can solve puzzles. Once all three puzzles have been solved (each rewarding you with a Memento found in a chest by the room's lever) and all three layers of the cage are removed, you can collect your grand prize: the Thomas De Carneillon armor, which becomes available in the Legacy Room.

The Cella Constellatio

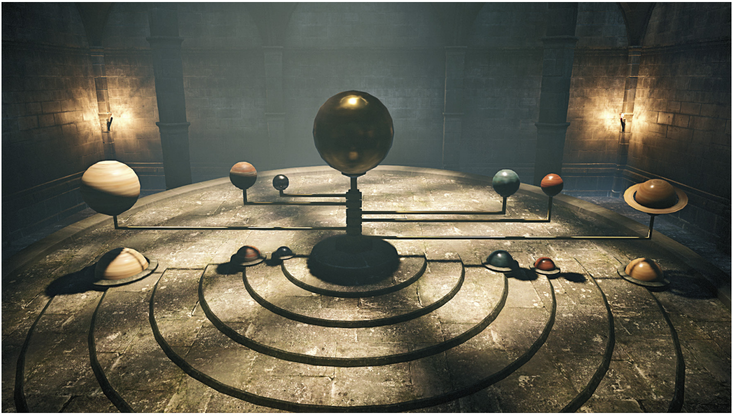


Once you have four Fragments, you can unlock the Cella Constellatio by interacting with the central pedestal. To solve the puzzle, all you have to do is pair each symbol on the floor with the matching symbol on each pillar. The pairs appear on the room's wall, but we've printed the ones that you need to solve this puzzle in the accompanying screenshots.

When you're done, an opening appears in the wall just above the puzzle room. Climb back to the room's entrance, and use the handholds on the pillars to reach the opening. From there, you can interact with the lever to remove the first layer of the cage around the armor.



The Cella Astri



After you have collected 10 Fragments from the Enigmas, you can unlock the Cella Astri by interacting with the central pedestal. In the new room, you have to interact with three switches to align the planets in orbit with their counterparts on the floor. Each switch controls a set of planets that are moved by 90 degrees clockwise or counterclockwise, so you can solve this through observation.

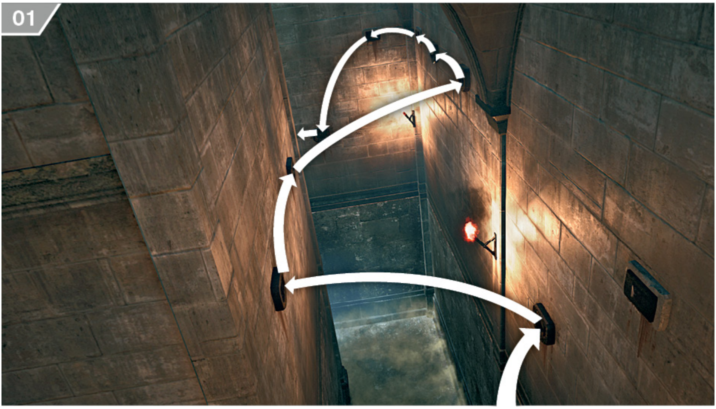
If you want the solution immediately, all you have to do is – from the default configuration – press the left-hand switch three times, the middle switch once, and the right-hand switch three times. Once the puzzle has been solved, the mechanism creates an opening that provides access to another lever. This removes the second layer of the cage surrounding the armor.

The Cella Vaporis

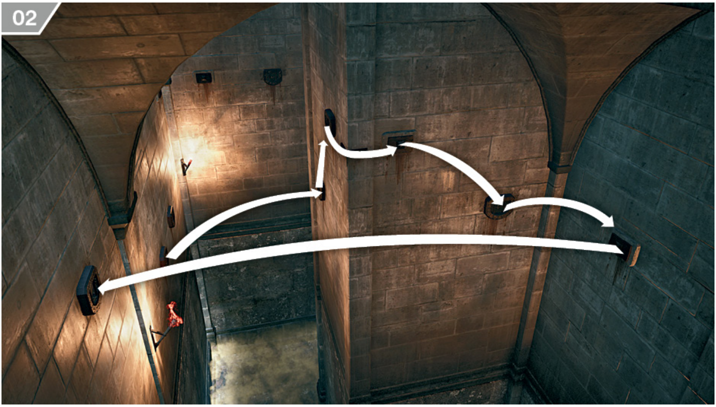
Once you have all 18 Fragments, you can unlock the Cella Vaporis by interacting with the central pedestal. This reveals a room with a long corridor, at the end of which the final lever is found. The challenge is that the balcony where the lever is found is too high to reach from the floor level. You therefore have to use the metal handholds on the wall as stepping-stones, climbing or leaping from one to the next, until you reach the lever. The climbing path to follow is strictly linear. Whenever you reach a dead end, you simply have to perform a Back Eject (release L, hold R2 / RT, press ⊗ / A to leap from one side of the corridor to the other.

The difficulty of this section is dramatically increased by the fact that hot steam is intermittently released by the handholds, which will cause Arno to lose his grip. You therefore have to time your progression carefully to avoid a frustrating restart. Activating the lever removes the final layer of the cage around the armor, enabling you to claim the mighty prize.

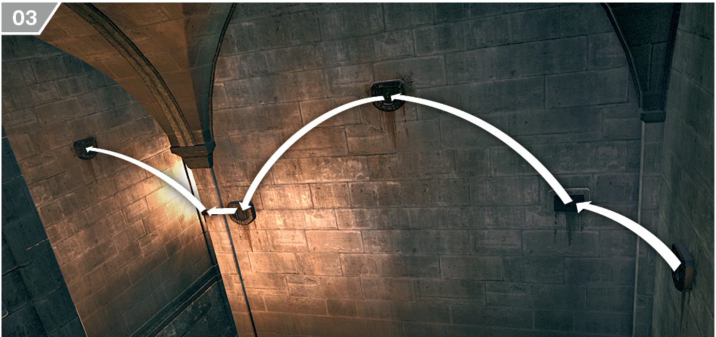
01

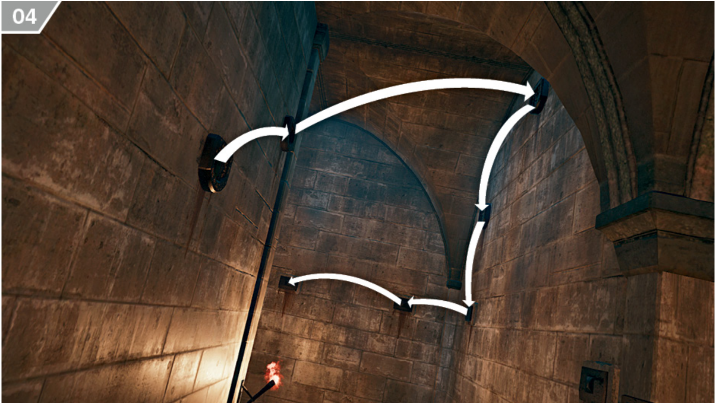


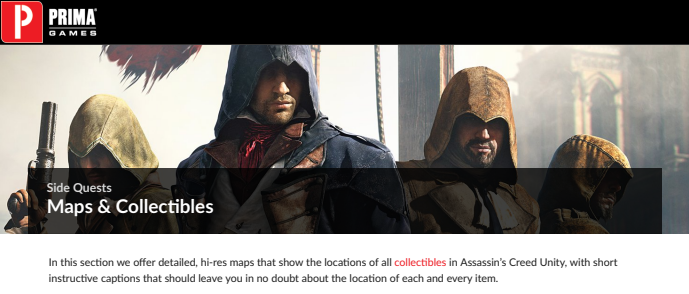
02



03







Side Quests

Maps & Collectibles

In this section we offer detailed, hi-res maps that show the locations of all collectibles in Assassin's Creed Unity, with short instructive captions that should leave you in no doubt about the location of each and every item.

Revealing Collectibles

There are three primary methods to reveal the positions of collectibles on the main map screen (and, by extension, the mini-map):

Synchronizing with Viewpoints will usually make numerous collectibles in the appropriate sub-district appear immediately afterwards – but not all of them.

Simple exploration, especially while traveling via rooftops, will gradually reveal additional items. The process of completing main story Memories and side quests will gradually populate your map with new icons, even though you might not notice at the time.

Regular use of Eagle Vision will also lead you to find additional collectibles, especially those located underground or inside buildings.

Once an item appears on either map, its position will be remembered and stored until you collect it.

First Floor, Second Floor:

Floor Numbering Conventions

As we are in Paris (with occasional sojourns in Versailles) for the duration of this treasure hunt, we use the European conventions for naming floors in buildings. Therefore, North American readers should note that "ground floor" in the guide corresponds to what they usually call "first floor", "first floor" is equivalent to "second floor", "second floor" corresponds to "third floor", and so forth.

Collectible Types

There are several different types of collectible in Assassin's Creed Unity:

Chests: Chests contain currency and must be opened manually (whereas you simply need to move through other collectibles to pick them up). The more valuable containers are locked (🔒) and must be opened with lockpicks via a minigame before you can avail yourself of their contents. The harder the lock (🔒🔒🔒), the better the reward, but the greater the demands on your reactions and Arno's current lockpicking skills. Moreover, many chests are guarded by groups of Extremists, who must be neutralized before their contents can be plundered. Certain chests are tied to Assassin's Creed Initiates ( ) or the Companion App ( ), and will require you to complete tasks or register on these platforms for you to access them.

Sync Points: Each of these collectibles reward you with a point that you can spend on new skills. Sync Points are only available during Co-op Missions.

Cockades: These are usually (but not always) found floating in the air far above the ground, often just above rooftops, trees and other lofty positions. Collecting all Cockades unlocks a Trophy/Achievement.

Nomad Points: These reward you with currency for use in the Assassin's Creed Unity Companion App. They reappear every 24 hours at the same spot.

Artifacts: There is one set of Artifacts in each district of Paris, as well as two sets in the Helix Rifts. Collecting each set will unlock a piece of equipment or weaponry. The Artifacts found in the Rifts are tied to Assassin's Creed Initiates ( ) or the Assassin's Creed Unity Companion App ( ), and will require you to complete tasks on those platforms.

Treasure Hunting Tips

There are literally – not figuratively – many hundreds of collectibles in Assassin's Creed Unity. What's more, your ability to retrieve them is broadly tied to Arno's current level of development. Until you can expand his arsenal of attacks, equip him with high-level garb (especially those with complementary perks appropriate to the task) and improve his lockpicking skills to the maximum level, you simply will not be able to open (let alone, make your way to) the most advanced chests. As a general rule of thumb, we advise that you wait – at the very least – for the final set of skill unlocks at the start of Sequence 10 before you embark on dedicated treasure hunting expeditions.

Custom Map Markers: The custom map marker function on the main map is phenomenally useful when you are searching for collectibles. We cannot emphasize enough the importance of this feature. After you select an item with ⊗ / Ⓐ, a waypoint marker (⌜⌟) is displayed on the screen when you look in its direction, highlighting its exact location (and therefore, elevation), along with a useful numerical figure that indicates its distance from your position. You should also note that items on a different floor level than Arno are slightly grayed-out on the mini-map, which enables you to easily ascertain if they are inside buildings, on rooftops, or underground. If in doubt, always visit the main map to apply a custom marker.

3D Map: The in-game map (which you can access by clicking the Touchpad on PlayStation 4 or by pressing ◎ on Xbox One) offers you a representation of the city in 3D. By applying a custom marker to any collectible, you can then adjust the viewing angle in all directions to get a better sense of the collectible's exact position. By zooming in at the maximum level, you can see the item's elevation in a building, for example, or if it lies underground.

Eagle Vision: Along with custom map markers, Eagle Vision vastly reduces the difficulty of finding collectibles. If a collectible item lies within the ability's range, you can easily see it through walls and floors. You should, in essence, activate Eagle Vision at all times (cooldown notwithstanding) during any given treasure hunt.

Mission Collectibles: Even though we recommend that you wait until the later stages of the game before you start hunting for collectibles methodically, it doesn't mean you should ignore the ones you encounter automatically during your progression. By diligently picking up accessible, low-difficulty items while you play core Memories and side quests, you will make gradual, yet important, progress in one of Unity's most demanding challenges. This way, by the time you have elevated Arno to a truly legendary level of prowess, you will already have retrieved a non-negligible amount of collectibles, and you will be ready to tackle the more complicated ones that remain.

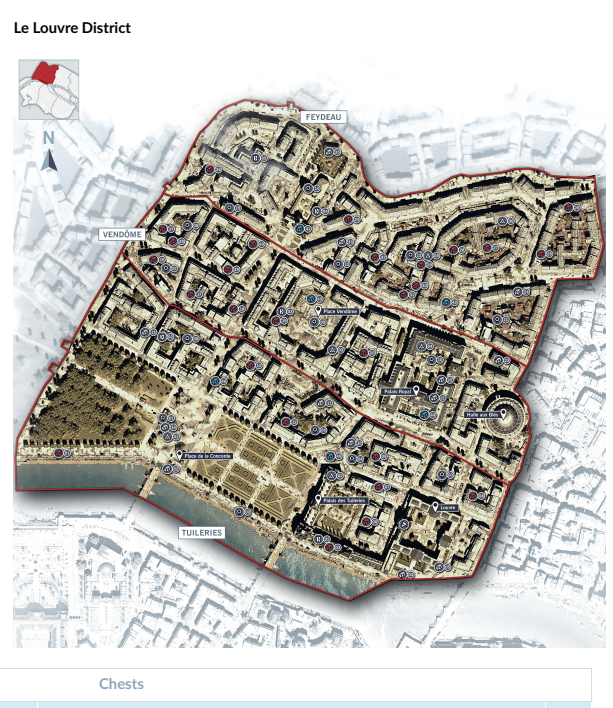
Chest Approaches: Chests are the collectible variety with the most immediate and practical benefits (in the form of money), especially when Arno is dirt-poor and ill-equipped during the early Sequences. However, they are also the most difficult to reach due to the regular presence of Extremists in the vicinity of the boxes with the most bountiful rewards. If you are zeroing in on a red (locked) chest, it's usually wise to presume that there are Extremists in the vicinity. Always reconnoiter the area with Eagle Vision before you get too close. White chests (unlocked) are often unguarded, though there are a sufficient number of exceptions to warrant a degree of caution every time.

Keeping Track: Some players avoid collectibles while playing through sandbox-style games in order to methodically scour the world for them in a post-story binge, due to a desire to avoid frustrating searches for items actually picked up, then forgotten, many hours before. There is really no need to do this with Unity. Items that Arno physically collects (such as Cockades and Artifacts) are replaced by a ghostly outline once collected. Chests remain in place for you to see, but cannot be opened again. Finally, marker icons for all collectibles that you pick up disappear from your maps once you have them.

Useful Equipment Modifiers: Pay attention to your choice of equipment whenever you dedicate time to picking up collectibles. If you decide to tackle locked chests in a particular region to raise funds, a belt that increases Arno's carrying capacity for lockpicks would be an appropriate choice. If you intend to trespass in a Restricted Area to pilfer specific objects, equipment that increases his ability to remain hidden would also be of benefit. And in all circumstances, hoods that improve your Eagle Vision ability (duration, range, cooldown) can prove extremely helpful.

Sync Points: As valuable as Sync Point collectibles may be, you ideally need a full party in a co-op session to reach those that are guarded by enemy forces that would be prohibitively difficult for a single Assassin to overcome – which is, of course, most of them. The best plan is to go hunting with friends after you have completed the core mission at least once, when you will have the benefit of being familiar with the area.

Le Louvre District



Chests

Icon	Notes	Lock
01	In a tunnel guarded by four Extremists, with two entrances from the riverbank.	🔒
02	On the riverbank, through a doorway.	-
03	Inside a first-floor room only accessible via a window on the northwest wall.	🔒
04	Accessed via one of two openings on the north of the riverbank, with Extremists nearby.	-
05	On the rooftop.	-
06	In a room on the first floor. Enter via a hatch on the rooftop.	🔒
07	Accessed via the hole in the wall created at the end of Memory 01 of Sequence 08. Follow the path and pick the locked gate (🔒) to reach the chest.	🔒
08	By the back door of the building. Three Extremists nearby.	🔒
09	Behind a low wall close to the steps. Three Extremists.	🔒
10	Look for an archway with steps that lead underground. At the bottom of the steps, take the first left.	-
11	At the bottom of the steps found beneath Cockade #05, follow the path and open the locked door (🔒).	-
12	Inside the house, ground floor. Enter via the first-floor window. Three Extremists divided between the two floors.	🔒
13	In the garden, guarded by three Extremists.	🔒
14	Underground. Access via the riverbank to the south. At the first junction, slide through the vine-covered gap.	-
15	Enter through the second-floor window. Behind a locked door (🔒).	-
16	Underground, entrance almost directly below Cockade #16, guarded by a handful of Extremists.	🔒
17	On the first floor of a house guarded by four Extremists: two at the front entrance, two on the first floor.	🔒
18	Inside the building, behind a locked door (🔒), with Extremists on the way.	🔒
19	On the first floor of the building, beneath a staircase.	🔒
20	Next to a carriage. Four Extremists.	🔒
21	In a room on the first floor.	-
22	Underground, accessed via the steps to the north. Take a right every time you reach a turning.	-
23	Open the locked door (🔒) on the south side of the building, with three Extremists close by and a fourth inside.	-
24	On the roof terrace above the archway.	-
25	On the ground floor of the building, behind a locked door (🔒). Enter through a window on the first floor.	🔒
26	On the third floor of the building guarded by multiple Extremists, behind a locked door (🔒).	🔒
27	On the first floor of the building, guarded by Extremists.	🔒
28	To the right of the brasserie entrance, guarded by several Extremists.	🔒
29	Second floor of the building, easy access via an open window on the first floor.	🔒
30	Underground, access via the steps to the west, three Extremists on the way.	🔒
31	In a walled enclosure guarded by five Extremists.	🔒
32	On the rooftop.	🔒
33	On the rooftop.	-
34	On the ground floor of the building, but the only available entrance is a hatch on the rooftop. Four Extremists inside.	🔒
35	Ground floor, just behind the blue door.	-
36	Inside a walled enclosure guarded by two Extremists.	🔒
37	Ground level, at the back of the building, guarded by four Extremists.	🔒
38	On the first floor of a house guarded by several Extremists.	🔒
39	On the rooftop.	🔒
40	At the back of the house. Four Extremists.	🔒

Initiate & Nomad Chests

Icon	Notes
01	To the right of the double doors.
02	Next to the wall, between two sets of barrels.
03	Next to a produce stall.
04	Next to a hedge in the garden.
05	Behind the statue.
06	Ground level, in plain sight.

Artifacts

Icon	Notes
01	Inside the building, first floor.
02	On the second floor of the building.
03	Inside the building, second floor.
04	On the door close to the fountain.
05	Ground floor, to the right of the fireplace.

Cockades

Icon	Notes
01	Underground. Access it via the ladder to the northwest.
02	From the riverbank, look for a sewer entrance. The Cockade is just inside to the left.
03	Jump from the rope to the fence below.
04	Underground. Follow the instructions for Chest #07 until you reach the locked gate, then follow the linear path.
05	Just above a rope tied between two trees.
06	Jump from the upper branches to the wall below.
07	Perform a Leap of Faith from the nearby rooftop.
08	Floating between an open window and a tree branch.
09	On top of the statue.
10	Floating above the rope.
11	Hovering between the upper branches of a tree.
12	Jump from the upper branches of the tree.
13	Between the two buildings, close to several wooden beams.
14	In front of a circular window just below the highest point of the building.
15	Floating above a smaller spire at the top of the tower.

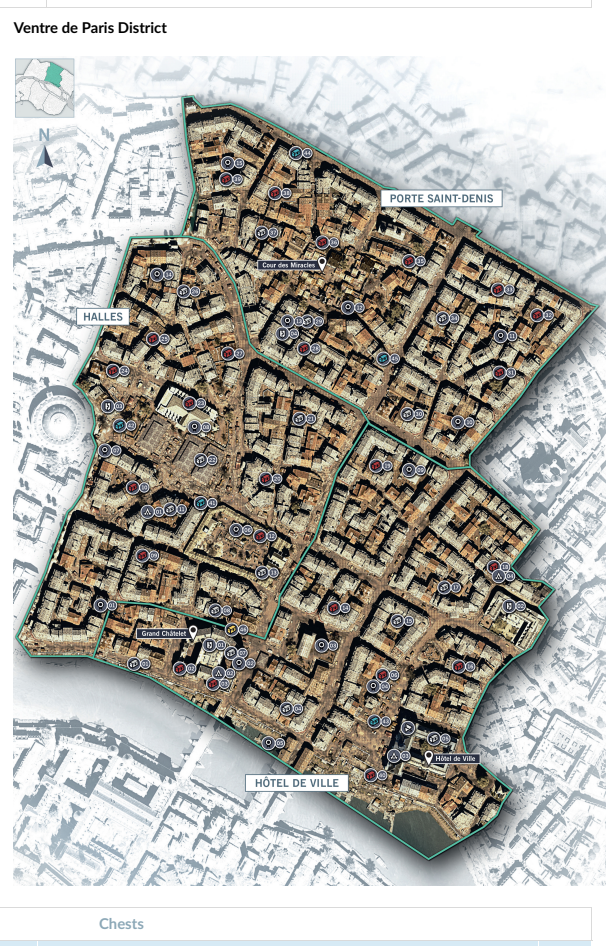
Sync Points ("Danton's Sacrifice")

Icon	Notes
01	In the sewers that run beneath Place de la Concorde.
02	Inside the building, on the ground floor.
03	On the upper floor of a building that can only be accessed via a locked door (🔒).

Sync Points ("The Infernal Machine")

Icon	Notes
01	On the Hôtel de Ville's rooftop, literally one step away from the Viewpoint.
02	In the catacombs, behind a locked door (🔒).
03	Inside the building, on the second floor.

Ventre de Paris District



Chests

Icon	Notes	Lock
01	Underground, easy access from the river bank.	-
02	Inside the building, top floor.	🔒
03	On the rampart, with two guardsmen nearby.	🔒
04	In a small wooden enclosure, guarded by two Extremists.	-
05	Inside the building, first floor, above an archway.	-
06	In a back alley, guarded by two Extremists.	🔒
07	Inside the building. Easy access via a window on the northeast face of the Grand Châtelet.	-
08	Underground, easy access from the nearby stairs.	-
09	In the sewers. Best access from the stairs to the southwest.	🔒
10	Beneath a stall with a red cover, guarded by two Extremists.	🔒
11	Inner courtyard, by the hiding spot, guarded by two Extremists.	🔒
12	Right next to the catacombs entrance, guarded by two Extremists.	🔒
13	In the catacombs, easy access via the stairs a few steps to the south.	-
14	Inside the building, second floor, guarded by two Extremists.	🔒
15	In the courtyard, guarded by two Extremists.	-
16	Inside the building, first floor.	🔒
17	Beneath a wooden staircase.	-
18	In the warehouse, upper platform, easy access from the back window.	🔒
19	Beneath the archway, guarded by two Extremists.	🔒
20	On a rooftop.	🔒
21	In a small courtyard, guarded by two Extremists.	-
22	Behind a stall between the two covered market structures.	-
23	Beneath an arch on the church's rooftop.	🔒
24	Inside the building, top floor.	🔒
25	Inside the building, top floor.	🔒
26	Inside the building, second floor.	-
27	In the warehouse, upper platform, easy access from the back window.	🔒
28	Inside the building, top floor, guarded by three Extremists.	🔒
29	Inside the building, upper floor.	-
30	In a small dead end.	-
31	In a small courtyard, guarded by three Extremists.	🔒
32	Inside the building, second floor.	🔒
33	Inner courtyard, beneath a wooden canopy, guarded by two Extremists.	🔒
34	In a small dead end.	-
35	Underground, easy access from the stairs to the north, guarded by three Extremists.	🔒
36	At the top of the derelict tower.	🔒
37	Inside the building, first floor, guarded by three Extremists.	-
38	Against the small wall by the hay cart, guarded by three Extremists.	🔒
39	Inside the building, top floor.	🔒
40	Underground, easy access from the riverbank.	🔒

Initiate & Nomad Chests

Icon	Notes
01	Behind a stall.
02	In plain sight on the street.
03	Behind a stall.
04	Behind a stall.
05	On the street, behind a wooden fence.
06	In plain sight on the street.

Artifacts

Icon	Notes
01	Inside the Grand Châtelet, with many guardsmen around. Easy access via the window above the front entrance.
02	Inside the mansion, first floor, easy access via the balcony.
03	Inside the shop building, ground floor.
04	Inside the building, second floor.

Cockades

Icon	Notes
01	At the top of the church's smallest tower.
02	At the top of the tower's spire.
03	At the top of the Tour St. Jacques's spire.
04	Inside the warehouse, upper platform.
05	Floating in the air between two boats.
06	At the top of a small dome.
07	At the end of the wooden beam that protrudes from the building.
08	Beneath an arch on the church's rooftop.
09	At the top of the church's spire.
10	On the rooftop.
11	On the rooftop.
12	At the top of the derelict tower.
13	At the top of the wooden structure with a green cover.
14	At the top of a chimney surrounded by wooden scaffolding.
15	On the rooftop.

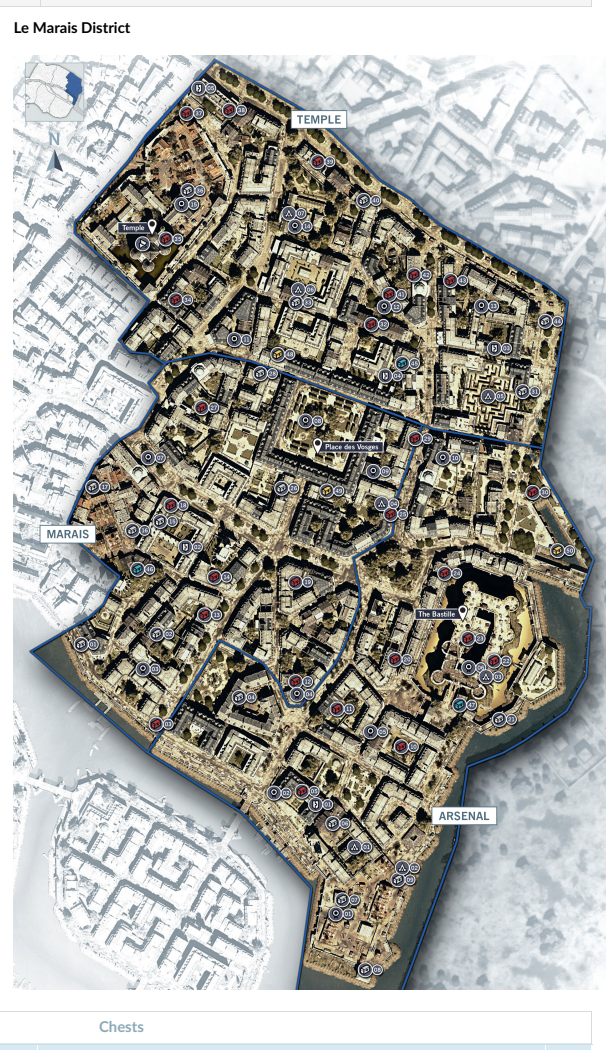
Sync Points ("The Food Chain")

Icon	Notes
01	Inside the building, on the top floor.
02	Beneath the large wooden canopy, on the upper platform.

Sync Points ("The Infernal Machine")

Icon	Notes
01	In the sewers, which you can access from the river bank to the south of Grand Châtelet.
02	In the Hôtel de Ville's main hall, on the ground floor.

Le Marais District



Chests

Icon	Notes	Lock
01	Underground, easy access from the river bank.	-
02	Inside the building, first floor.	-
03	Underground, easy access from the river bank, guarded by a Defender.	🔒
04	Inner courtyard, beneath the archway, guarded by multiple Extremists.	-
05	Inside the building, first floor, behind a locked door (🔒).	🔒
06	Under the canopy with a red cover.	-
07	Wooden warehouse, upper floor.	-
08	At the tower's base.	-
09	Underground, easy access from the river bank.	-
10	Inner courtyard, on the upper floor of the wooden warehouse, guarded by two Extremists.	🔒
11	Inner courtyard, on the balcony.	🔒
12	Inner courtyard, by the overturned cart, guarded by a Defender.	🔒
13	On the rooftop terrace.	🔒
14	Inside the building, ground floor, guarded by two Extremists.	🔒
15	In the building's basement. Easy access via a locked door (🔒) at street level.	🔒
16	In the catacombs.	-
17	On the wooden balcony.	-
18	Inside the building, first floor.	🔒
19	Inner courtyard, by the cart, guarded by two Extremists.	🔒
20	Inside the building, in the attic.	🔒
21	Underground, easy access from the river bank.	-
22	On the Bastille's rooftop, by the staircase, with two Extremists around.	🔒
23	Inside the Bastille, in an office on the top floor that can be accessed from the derelict part of the rooftop. Two Extremists.	🔒
24	On the street that surrounds the Bastille, guarded by multiple Extremists.	🔒
25	Inside the building, ground floor.	🔒
26	Inside the building, top floor.	-
27	In the garden, at the foot of the statue, guarded by two Extremists.	🔒
28	Inside the building, first floor, behind a locked door (🔒).	🔒
29	Inside the building, top floor, guarded by a Defender.	🔒
30	Underground, easy access from the river bank.	-
31	On the terrace, at the top of the square outbuilding.	-
32	Inside the building, first floor, guarded by two Extremists.	🔒
33	On the rooftop terrace.	-
34	Inner courtyard, guarded by two Extremists.	🔒
35	Inside the Temple, down the stairs from the balcony, behind a locked door (🔒).	🔒
36	In the sewers, easy access from the entrance to the east.	-
37	In the sewers, in a chamber with multiple Extremists; easy access from the entrance to the east, locked door (). 🔒	🔒
38	Inside the building, first floor, behind a locked door (🔒), with multiple Extremists on the way.	🔒
39	On the rooftop terrace.	🔒
40	Inside the building, ground floor, guarded by several Extremists. Possible access via a locked door (🔒).	-
41	Inside the building, ground floor, guarded by several Extremists.	🔒
42	Inside the building, ground floor, guarded by three Extremists.	🔒
43	In an alleyway, guarded by three Extremists.	🔒
44	On the stage.	-

Initiate & Nomad Chests

Icon	Notes
01	In the garden, against the wall.
02	In the garden, by the lift.
03	Beneath the archway.
04	In the garden, against the wall.
05	Against a wall in the courtyard.
06	Close to the fountain.

Artifacts

Icon	Notes
01	Inside the building, first floor.
02	Inside the building, top floor, easy access via a window.
03	In the courtyard, beneath the wooden canopy.
04	On the wall of red bricks in a small garden.
05	Inside the building, first floor, at the end of the final corridor.

Cockades

Icon	Notes
01	Jump from the warehouse's upper-floor window.
02	Perform a Leap of Faith from the rooftop's corner.
03	On a balcony in the narrow street.
04	On the wooden beam, above the narrow alleyway.
05	Leap from the tower's spire to the rooftop across the street.
06	The Bastille's inner courtyard, at the top of a small tower.
07	Above a rope in the middle of the street.
08	Leap from one tree branch to the other.
09	On the rooftop, between chimneys.
10	Leap from one V-shaped section of the tree to the other.
11	On the balcony's balustrade.
12	On a tree branch, jump from the nearby balcony.
13	On a wooden beam that protrudes from the building.
14	Perform a Leap of Faith from the church's rooftop.
15	At the top of the church's spire.

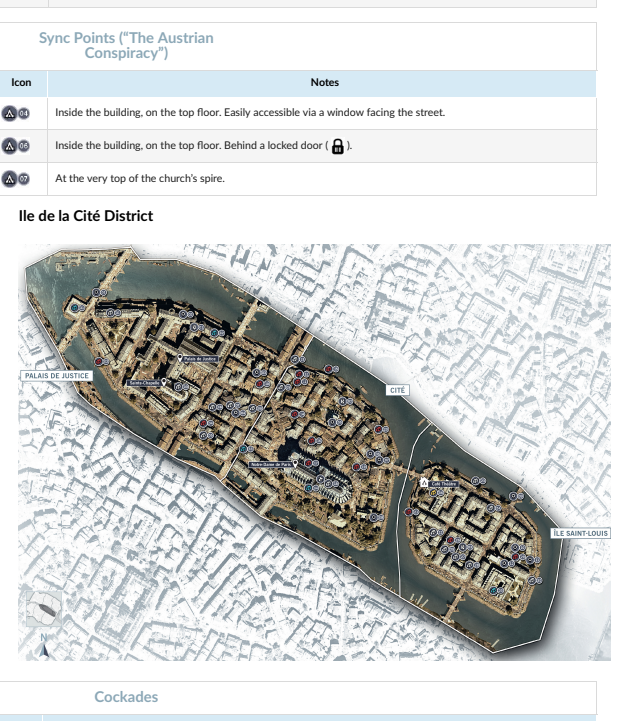
Sync Points ("Political Persecution")

Icon	Notes
01	Inside the building, on the upper floor.
02	Underground, behind a locked door (🔒) which can be accessed from the river bank.
03	Inside the Bastille, in a cell on the ground floor with a lockeddoor (🔒).
04	At the top of the tower in the middle of the hedge maze.

Sync Points ("The Austrian Conspiracy")

Icon	Notes
01	Inside the building, on the top floor. Easily accessible via a window facing the street.
02	Inside the building, on the top floor. Behind a locked door (🔒).
03	At the very top of the church's spire.

Ile de la Cité District



Cockades

Icon	Notes
01	Easy to spot as you approach its position on the bridge.
02	On a balcony overlooking the river.
03	In the catacombs below, available during, or on completion of, "The Ritual of Baphomet" Paris Story.
04	Inside the building, first floor.
05	On the cross at the top of the tower.
06	At the bottom of the stone steps that lead from the street to a closed gate below.
07	Above a chimney surrounded by a wooden scaffold.
08	On a low roof on the south side of the church.
09	Clearly visible as you cross the bridge.
10	In a small enclosed area, ground level.
11	Floating above a fountain in the garden.
12	Perform a Leap of Faith from the rooftop into the hay cart below.

Artifacts

Icon	Notes
01	Second floor interior, with easy window access to the northwest and southeast.
02	On the wall next to the bed on the ground floor of the house.
03	First floor of house, close to the top of the first staircase.

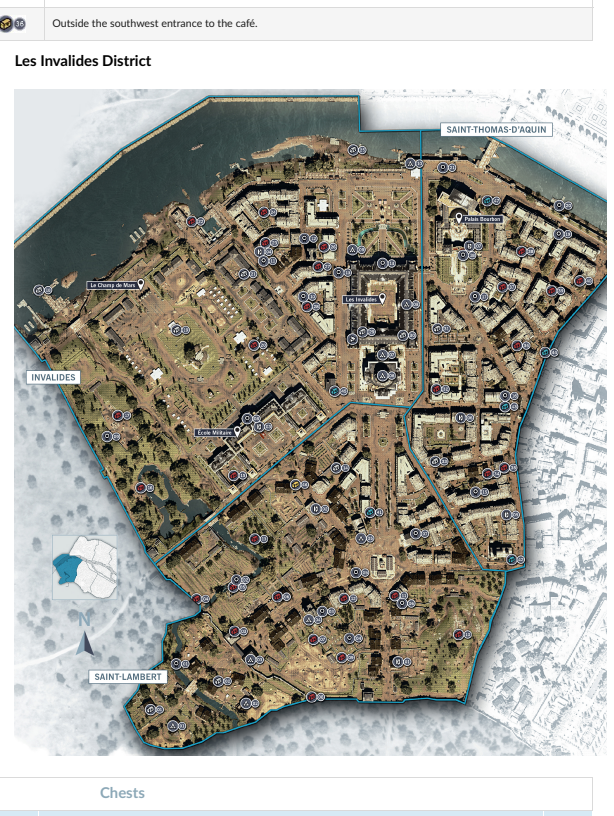
Chests

Icon	Notes	Lock
01	On the rooftop.	-
02	On the riverbank, with two Extremists investigating it.	🔒
03	On the roof of the church, northeast side.	-
04	At the end of an alleyway, with two Extremists in close proximity.	🔒
05	On the street outside a building.	-
06	Second floor of building.	-
07	Against a wall at ground level.	-
08	First floor of house.	-
09	On the lower rooftop at the back of the church.	-
10	Outside, guarded by two Extremists.	🔒
11	In the garden, guarded by two Extremists.	🔒
12	Second floor of building; enter via a window on either side.	🔒
13	First floor of building; enter via a window on either side.	🔒
14	Found on the first floor of the building.	🔒
15	On the riverside, with three Extremists close by.	🔒
16	In the enclosed garden; three Extremists.	🔒
17	Inside Notre Dame, lower level.	🔒
18	Underground, accessible once you play or complete the "Flamel's Secret: The Elixir of Life" Paris Story.	-
19	In a small enclosed garden; two Extremists.	🔒
20	First floor of house; enter via a window on either side.	🔒
21	By the riverside, with two Extremists watching over it.	🔒
22	Next to a carriage.	-
23	By the riverside, with two Extremists standing close to it.	-
24	First floor of house, behind a locked door (🔒).	-
25	First floor of house. Enter via a window on either side.	-
26	On the rooftop.	🔒
27	Next to a wall, ground level.	-
28	First floor of house; enter via a window on either side.	-
29	On the rooftop.	🔒
30	On the riverbank, with two Extremists nearby.	-

Initiate & Nomad Chests

Icon	Notes
01	Next to the monument.
02	In a room on the second floor. Easy access via the balcony on the northeast side.
03	Next to a heavily laden carriage.
04	On the street to the south of Notre Dame, next to a carriage.
05	Go through the southwest arch and turn right.
06	Outside the southwest entrance to the café.

Les Invalides District



Chests

Icon	Notes	Lock
01	At the back of the house, against the southwest wall.	-
02	Against the northeast wall of the building.	-
03	Inside the gatehouse, guarded by three Extremists.	🔒
04	Against the outer wall, guarded by three Extremists.	🔒
05	In the derelict building next to the waterwheel, guarded by three Extremists.	🔒
06	Northwest wall of the house, guarded by two Extremists.	🔒
07	Underground. Use the catacomb entrance in the southeast of the graveyard. Two guards.	🔒
08	In an alcove, outer wall; four Extremists guard it.	🔒
09	Against the outside of the graveyard wall, close to the hay bales. Five guards.	🔒
10	In the ruins at the top of the hill. Three guards.	🔒
11	Second floor of the building, behind a locked door (🔒). Three Extremists.	🔒
12	At the back of the building, in the walled garden, with four Extremists.	🔒
13	By a stack of crates in the orchard, guarded by six Extremists.	🔒
14	Next to a carriage.	-
15	Inside the courtyard, with four guardsmen nearby.	🔒
16	In a small camp by the stream, with four Extremists in attendance.	🔒
17	Inside the Restricted Area, approach from the north.	🔒
18	In the boat, next to the hay bales.	-
19	Inside the marquee.	-
20	In front of a tent close to an alarm bell.	🔒
21	Inside the courtyard, against a wall.	-
22	On the dock, guarded by five Extremists.	🔒
23	Top floor of the house, accessed via windows or roof entrance. Four Extremists.	🔒
24	In the garden, with four Extremists in attendance.	🔒
25	On the jetty.	-
26	In the garden. There are five Extremists in the vicinity.	🔒
27	Top floor of building. Three Extremists.	🔒
28	First floor of house only accessible via a locked door (🔒) on the southwest side. Three Extremists.	🔒
29	On the first floor balcony; access via the central courtyard.	-
30	On the rooftop.	-
31	On the ground, next to a carriage.	-
32	On the rooftop, with a sniper right next to it, and another on the rooftop further north.	🔒
33	On the top floor of the building, with two Extremists, behind a locked door (🔒).	-
34	In a garden behind a house, guarded by three Extremists.	🔒
35	On the second floor of a house; only accessible via a locked door (🔒) on the north side. Three Extremists.	🔒
36	In an enclosed garden area with four Extremists.	🔒
37	Ground floor. Approach from the north, kill the Seeker, then sneak in through the door.	🔒
38	In a wooden storeroom in the garden; guarded by four extremists.	🔒
39	Inside a small enclosed area between two houses. Four Extremists guard it.	🔒
40	First floor of house. Enter via the window on the southwest side.	🔒

Initiate & Nomad Chests

Icon	Notes
01	Against the outer wall of the graveyard.
02	On the street outside the church, next to the railings.
03	On the street, next to a cart.
04	Next to a hiding spot.
05	Against the west wall of the building.
06	Against a wall close to a carriage.
07	By a hedge, just outside the garden.

Artifacts

Icon	Notes
01	East side of house, on exterior wall.
02	Inside the house, first floor.
03	Go through the northwest entrance; when you reach the statue, turn left.
04	First floor of house, use the rear entrance.
05	On the first floor. Enter via the second-floor window on theeast side.
06	On the second floor of the building. Enter via the window on the south side.
07	On the south wall of the courtyard, at ground level, with guardsmen nearby.

Cockades

Icon	Notes
01	Floating in the air between two trees.
02	Beneath the wooden bridge by the waterwheel.
03	In the upper branches of a tree next to the church.
04	Underground. Use the catacomb entrance in the southeast of the graveyard.
05	Floating in the air between two trees.
06	Between two chimneys on the roof of the building.
07	Floating above the belfry on top of the building.
08	On a balcony above the door.
09	In an underground storeroom accessed via a door in the adjacent Restricted Area.
10	On the rooftop.
11	Jump from the wooden beam to the platform.
12	Jump from the wooden beam on the rooftop to the cross below.
13	On top of the colonnade.
14	On a ledge directly above the north entrance.
15	Leap from the rooftop to the tree.
16	On top of the tower.
17	Perform a Leap of Faith from the wooden beam protruding from the rooftop.
18	Behind a column high to the right of the entrance.
19	Floating between two buildings, at rooftop level.
20	On top of a post on the jetty.
21	Beneath a table laden with boxes and barrels.

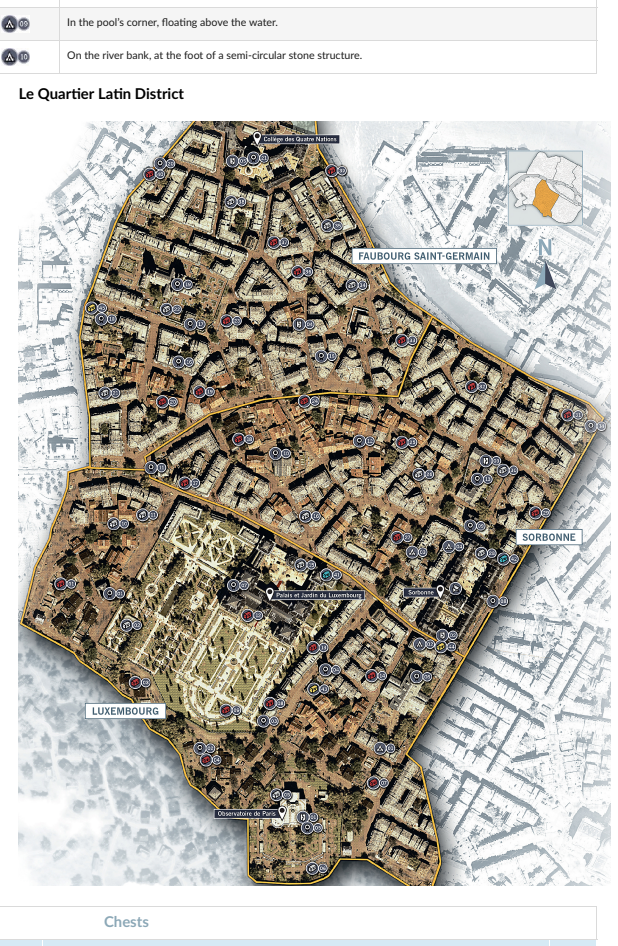
Sync Points ("Women's March")

Icon	Notes
01	Beneath the wooden canopy at the back of the house.
02	Under the house's archway.
03	Inside the gatehouse, behind a locked door (🔒) on the ground floor.
04	On the church's rooftop, at the foot of the small tower.
05	Inside the doorway at the foot of the church tower.

Sync Points ("The Tournament")

Icon	Notes
01	Inside the spire structure of the Invalides landmark.
02	Inside the Invalides, near the ceiling of the northernmost room.
03	Inside the building, at the top of a door on the upper floor.
04	In the pool's corner, floating above the water.
05	On the river bank, at the foot of a semi-circular stone structure.

Le Quartier Latin District



Chests

Icon	Notes	Lock
01	Inside the house's basement, guarded by multiple Extremists.	🔒
02	Between the alarm bell and the giant wooden kegs.	-
03	Under the canopy that connects the two buildings, with many Extremists around.	🔒
04	On the windmill's wooden balcony.	🔒
05	In the catacombs, easily accessible from the nearby underground entrance.	-
06	In a small wooden enclosure.	-
07	On a wooden rooftop, with a sniper patrolling nearby.	🔒
08	Inside the building (only accessible from a window on the second floor), first floor, guarded by many Extremists.	🔒
09	In the catacombs, guarded by many Extremists.	🔒
10	In the sewers (entrance in the Luxembourg Gardens).	-
11	Inside the building, upper floor, guarded by two Extremists.	-
12	Between two potted plants, with many Extremists around.	🔒
13	Inside the building (locked door: 🔒), top floor, guarded by multiple Extremists.	🔒
14	Inside the building, upper floor, guarded by multiple Extremists.	🔒
15	Inner courtyard, in a cell (locked door: 🔒).	-
16	Inside the building (locked door: 🔒), upper floor.	-
17	On the rooftop, behind a balustrade, guarded by a sniper.	🔒
18	In the back alley, guarded by two Extremists.	🔒
19	In the back alley, guarded by three Extremists.	🔒
20	By a wooden canopy, guarded by three Extremists.	🔒
21	Inside the building (locked door: 🔒), top floor, with multiple Extremists on the way.	🔒
22	In the catacombs, below wooden beams.	-
23	Inside the building, upper floor.	🔒
24	Inside the building, upper floor, guarded by three Extremists.	🔒
25	In the sewers (entrance to the east), guarded by three Extremists.	🔒
26	Inside the building (locked door: 🔒), upper floor.	-
27	Inside the building, upper floor.	🔒
28	Inner courtyard, beneath the arcades.	-
29	Inside the building, upper floor.	🔒
30	Courtyard, beneath the arcades, guarded by several Extremists.	-
31	Inner courtyard, by the well, with multiple Extremists around.	🔒
32	Inner courtyard, in front of the hiding spot, with three Extremists around.	🔒
33	Inner courtyard, guarded by two Extremists.	🔒
34	Inside the building (locked door: 🔒), second floor, only accessible from the top floor (guarded by two Extremists).	-
35	Inner courtyard, on the balcony.	-
36	Inner courtyard, guarded by three Extremists.	🔒
37	Inside the building, upper floor, guarded by two Extremists.	🔒
38	Rooftop terrace.	-
39	In the sewers (entrance on the river bank), guarded by three Extremists.	🔒
40	Inside the building, upper floor.	🔒

Initiate & Nomad Chests

Icon	Notes
01	In plain sight on the street.
02	In plain sight on the street.
03	In plain sight on the street.
04	In plain sight on the street.
05	In plain sight on the street.

Artifacts

Icon	Notes
01	Inside the Paris Observatory tower, guarded by two Extremists.
02	Inner courtyard, beneath the arcades.
03	Inner courtyard, beneath the arcades.
04	Inside the building, first floor.
05	Inner courtyard, by the arch.

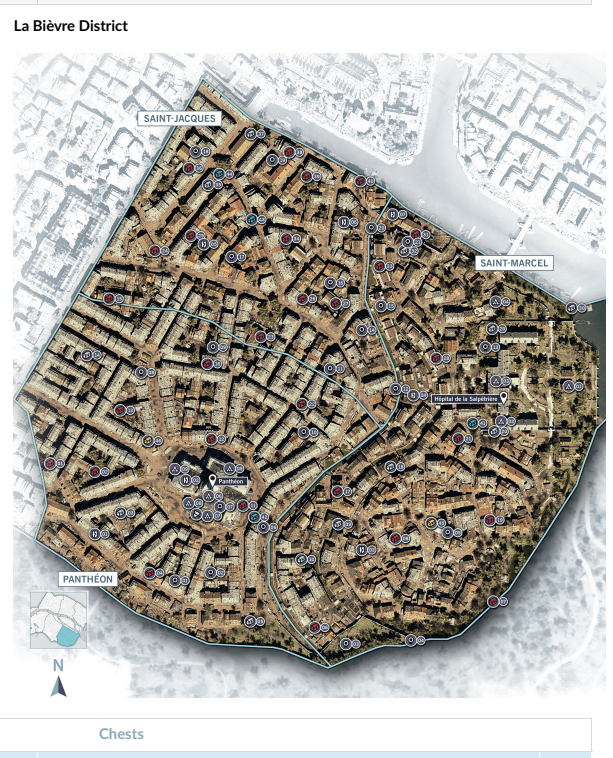
Cockades

Icon	Notes
01	Perform a Leap of Faith from the church's rooftop to the hay cart.
02	On the windmill's rooftop.
03	Perform a Leap of Faith from the building's rooftop to the hay cart.
04	Between the two church towers. Free run down from the top of either.
05	At the top of the Paris Observatory tower, hang or drop down from the rope.
06	On the rooftop, free run down from the top of the tower.
07	On the rooftop, leap from a balustrade to the other.
08	Perform a Leap of Faith from the Observatory to the hay cart.
09	Perform a Leap of Faith from the church's rooftop to the hay cart.
10	At the top of the church's spire.
11	Perform a Leap of Faith from the church's spire to the hay cart.
12	Above a tiny slate-roofed structure. Leap from the nearby building.
13	At the top of the small tower's spire.
14	At the crossing of the three ropes.
15	Above the wooden beams in the alleyway.
16	Inside the building, first floor.
17	On the small round platform in the building's corner.
18	Leap from the tree branch to the top of the hiding spot.
19	Between the two church towers. Jump from one to the other.
20	On the greenhouse's rooftop.
21	At the top of the Collège's dome.

Sync Points ("Jacobin Raid")

Icon	Notes
01	Inside the building, on the second floor.
02	Inside the building, on the first floor.
03	In the catacombs, behind a locked door (🔒).
04	In the catacombs, just below the ceiling in a large chamber. Climb a wall and jump between the hanging cages to reach it.

La Bièvre District



Chests

Icon	Notes	Lock
01	Inside the building, first floor, guarded by three Defenders.	🔒
02	On the rooftop.	🔒
03	Beneath the archway.	-
04	Inside the building, first floor, guarded by three high-level Extremists.	🔒
05	Against the overturned cart, with two Extremists around.	-
06	Inside the wooden fence enclosure, guarded by two Extremists.	🔒
07	Against the city wall, with three Extremists around.	🔒
08	Behind the wooden fence, guarded by two Extremists.	-
09	Inside the building (locked door: 🔒), first floor, guarded by two Extremists.	-
10	Inside the building, first floor.	-
11	In the sewers accessed by the nearby canal, guarded by four Extremists.	🔒
12	Inside the building, first floor, guarded by multiple Extremists. Only entrance on the rooftop.	🔒
13	Beneath the archway, guarded by a Seeker and a Brute.	🔒
14	Inside the building, first floor.	-
15	On the rooftop, against the chimneys.	🔒
16	Inside the building (locked door: 🔒), first floor, guarded by three Extremists.	🔒
17	Inside the building (locked door: 🔒), second floor, guarded by multiple Extremists.	🔒
18	Inside the building, first floor.	-
19	Inside the building, top floor, guarded by multiple Extremists.	🔒
20	By the sewer entrance.	-
21	Inside the barn, upper platform, guarded by multiple Extremists.	-
22	Inside the building (locked door: 🔒), first floor, guarded by multiple Extremists.	🔒
23	Against the building, near the lift, guarded by multiple Extremists.	🔒
24	Inside the warehouse, on the floor, guarded by multiple Extremists.	🔒
25	Inside the building, top floor, guarded by multiple Extremists.	🔒
26	Inside the building, first floor, guarded by three Extremists.	🔒
27	On the rooftop terrace.	🔒
28	On the rooftop terrace.	🔒
29	In the sewers.	-
30	On the river bank, by the overturned cart.	-
31	Inside the warehouse, upper floor, guarded by multiple Extremists.	🔒
32	On a wooden balcony.	-
33	Underground (sewer access to the south), guarded by multiple Extremists.	-
34	On a wooden balcony, guarded by multiple Extremists.	-
35	Inside the building (locked door: 🔒), top floor, guarded by a Defender.	-
36	Small alleyway at the back of the building, guarded by multiple Extremists.	🔒
37	Inside the warehouse, upper platform.	-
38	Inside the building (locked door: 🔒), top floor, guarded by a Brute.	🔒
39	Inside the building, upper floor, guarded by multiple Extremists.	🔒
40	Underground, easily access from the river bank, guarded by multiple Extremists.	🔒

Initiate & Nomad Chests

Icon	Notes
01	On top of the cart.
02	In the street, against a green façade, with a group of Extremists nearby.
03	At the foot of the tower.
04	Against the low wall.
05	Next to the church's front door.
06	Behind a stall.

Artifacts

Icon	Notes
01	At street level, in a small passage accessible from the courtyard.
02	On the wall above the Panthéon's main entrance.
03	Inside the building, top floor.
04	Inside the building, first floor.
05	Inside the building, top floor.
06	Inside the building, first floor.
07	In the open-air attic.

Cockades

Icon	Notes
01	On the rope above the courtyard.
02	Between two V-shaped sections of a tree.
03	Above the small dome.
04	In the V-shaped section of a tree.
05	Above a rope, jump from the nearby rooftop.
06	Above a rooftop chimney.
07	In the Panthéon's recess. Jump from the rope to the wall.
08	Drop down from the nearby wooden beam towards the rope.
09	Jump between the two tree branches.
10	Jump from the top of the brown chimney to the nearby rope.
11	Jump from the middle rope to the lower one.
12	On the rope above the canal.
13	Jump between the two tree branches.
14	Jump from the rooftop to the rope.
15	Jump from the rooftop to the wooden beam.
16	Jump from the wooden beam to the rope.
17	Jump from the wooden beam to the rope.
18	Jump from the rooftop to the rope.
19	Jump from the top rope to the lower one.
20	Jump from the nearby wooden beam to the rope.
21	Above a rooftop chimney.

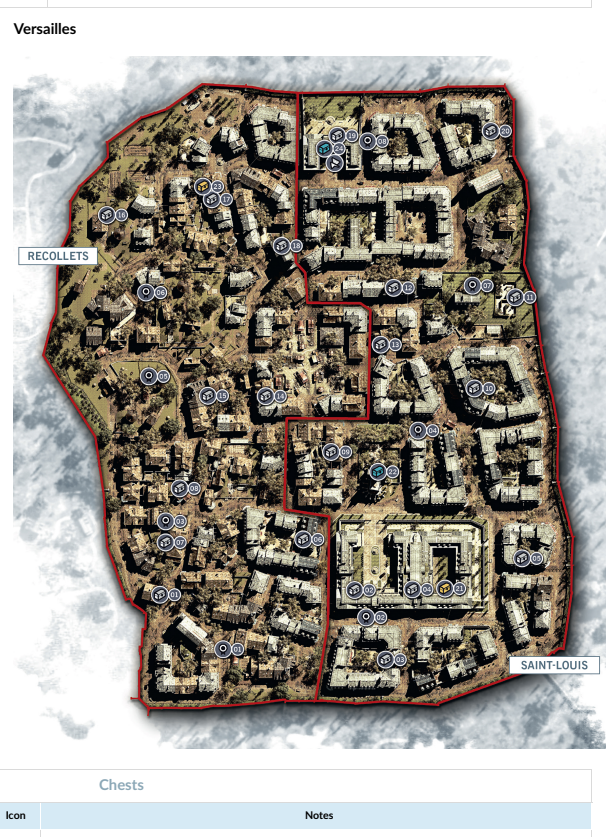
Sync Points ("Les Enragés")

Icon	Notes
01	Inside the building, on the ground floor.
02	At the top of the building's western edge.
03	Underground, in a narrow corridor with a locked door at bothends (🔒).
04	Underground, in the sewers.

Sync Points ("Moving Mirabeau")

Icon	Notes
01	Inside the Panthéon, high above a chained golden door.
02	Inside the circle of pillars that surrounds the top of the Panthéon's dome.
03	Inside the Panthéon, on a balcony close to a wooden scaffolding.
04	In the Panthéon's crypt, in a dead end, behind a locked door (🔒).
05	Inside the main entrance's pediment. Start your climb with the blue door.

Versailles



Chests

Icon	Notes
01	Inside the building, on the first floor. Enter via the south balcony.
02	Beneath the balcony.
03	In a small courtyard guarded by two Extremists.
04	Inside the building, on the first floor. Enter via the balcony.
05	On the rooftop, between the chimneys.
06	On the rooftop, between the chimneys.
07	In the courtyard, surrounded by low walls.
08	In a courtyard guarded by multiple Extremists.
09	Inside the building, on the first floor, by the bed.
10	Under a canopy guarded by multiple Extremists.
11	In the small hedge maze.
12	On the rooftop, between the chimneys.
13	Inside the building, on the top floor.
14	Inside the building, on the top floor.
15	In the courtyard, behind a wooden fence.
16	At the back of the building, close to the wooden fence, with multiple Extremists around.
17	Inside the building, on the upper floor.
18	On the church's rooftop, by the small tower.
19	Inside the building, on the upper floor.
20	Inside the building, on the upper floor.

Initiate & Nomad Chests

Icon	Notes
01	Against the wall, in the courtyard.
02	In front of the church's main door.
03	By the metal fence in the courtyard.
04	By the mansion's entrance, in the courtyard.

Cockades

Icon	Notes
01	On the rope that connects the two buildings.
02	On the rope that connects the two buildings.
03	On a wooden beam at the back of the building.
04	On the rope that connects the two buildings.
05	On the branch of a tree.
06	On the branch of a tree.
07	Between two V-shaped sections of a tree.
08	On a wooden beam above the street.